

# SCREAM SIRENS



ZOMBIE  
LUST

WINTER 2013

HORROR + ART + CULTURE + STYLE

5

# ON THE SURFACE

Scream Sirens October 2013

24



Miss Lakune

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**COVER**

Photographer:  
Miss Lakune

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# CONTRIBUTORS



# RANSOM NOTE



Name: Scream Sirens LLC  
chandra@screamsirens.com

[www.screamsirens.com](http://www.screamsirens.com)  
[www.facebook.com/screamsirens](http://www.facebook.com/screamsirens)  
[www.twitter.com/TheScreamSiren](http://www.twitter.com/TheScreamSiren)

Our fifth issue and our first year anniversary, it works perfect for us that along with Halloween we have something wickedly spectacular to celebrate. I must say that besides 2013 being the first year for Scream Sirens, this was personally one of the most trying years of my adult life. Somehow I failed to anticipate the number 13 was dead set on conjuring it's wicked wrath. It seemed to be a common theme for most of the Scream Siren staff who experienced dramatic changes or struggles on some major level. Within our group we experienced the challenges of birth, death, illness, loss and tragedy while also encountering once in a lifetime experiences meeting incredible people who showed us the courage, strength and dedication it takes to survive. That being said it seems wittingly fitting that this issue is entitled 'Zombie Lust' and addresses our obsession with the living dead and the every day art of survival. Enduring the challenges of life can be scarier than facing off a pack of ravenous zombies and we salute everyone who has the tenacity to keep fighting when life's problems seem to have them outnumbered. Winston Churchill once proclaimed, "If you are going through hell just keep going".

Editor-in-Chief

Scream Sirens is for 'Passionate Women Who Defy The Norm.' We Spotlight the Up and Coming as well as the Established in Horror, Culture, Art and Style. We celebrate all things that excite and stir the senses, things that make us Scream!



#### Classic

**The Awful Dr. Orloff (1989)**

**Director:** Jesus Franco

**Writer:** Jesus Franco

**Stars:** Conrado San Martín, Diane Lyons, Howard Vernon

Dr. Orloff, assisted by a deformed man named Morgho, cunningly seduces beautiful women from nightclubs so that he can take them home, stay there, and use the skin to repair the face of his daughter that was badly burned in a fire. His crazed crimes work against him when an Inspector Turner is assigned to investigate the many disappearances.

©Hagener Films

# The Vault

A Classic, A Retro and  
One You Might Have Missed

By Jose Marniglia

"How did you die, Jeorgel?  
Did you die in this house?  
Why do you remember?"



#### Retro

**The Changeling (1980)**

**Director:** Peter Medick

**Writers:** Russell Hunter, William Gray

**Stars:** George C. Scott, Trish Van Devere, Melvyn Douglas

A music composer who just lost his family in a devastating car accident visits a secluded hotel in Seattle, WA where he soon finds himself haunted by the presence of a ghost that takes a nightmarish scandalous turn as any could every believe.

©Chessman Park Productions



#### One You Might Have Missed

**Truth or Dare (2012)**

**Director:** Robert Heath

**Writer:** Matthew McGuchan

**Stars:** Liam Doyle, Elana Di Troye, Jack Gordon

A group of elite, young British boys and girls travel to an isolated castle after receiving an invitation from friend promising a night of partying. Instead of a party, they are trapped by a killer who is out to avenge the brother who killed himself after being the butt of their jokes at an earlier get together. Will they survive the deadly game of truth or dare they have just played?

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# Top Indie Find



## I Am Monster

**Directors:** Shannon Lark and Lori Bowen  
**Cinematography:** Jim Kunz and Brian Davis

by Chelsey Burdon

Isn't horror at its best when it deals with the darkest corners of our psyche? Those truly disturbing ideas that get hold of your guts and don't let go? It seems strange then that the genre continues to churn out the same old villains and monsters, when there are so many things that can make us uncomfortable and squeamish that have yet to be explored. Topics that only the bravest of film-makers would dare to tackle...



Shannon Lark and Lori Bowen knew this when they embarked on their short horror film *I Am Monster*, which centres on the antics of a female necrophiliac alone one night in a morgue. Scream Sirens spoke exclusively to this fresh film-making talent about tackling deers for the dead and their horror influences.

**Firstly, necrophilia is a very taboo and often unpalatable subject - what inspired you to approach this topic for *I Am Monster* and how did the story idea develop?**

"I've become deeply fascinated with the act of necrophilia for many years." Says co-writer and co-director Shannon Lark who also stars in *I Am Monster* as Vivienne. "I'm morbidly curious and repulsed by the subject matter and find it fascinating that so little film-makers utilize these themes in cinema. I've been exploring concepts that deal with unhealthy sexual situations and gender relations in my own directing and writing, with an overall focus as to what drives people to become justifiable monsters."

Though widely frowned upon, necrophilia, having a sexual attraction to corpses, has a muddled history in legality, there is currently no federal law against it, though in some US states it is punishable with life imprisonment. It is classified as a type of mental disorder known as a paraphilia, a preference for, or obsession with, unusual sexual practices and, not surprisingly, has been recorded most frequently amongst people whose professions put them into regular contact with the deceased, such as mortuary technicians and hospital staff. But case studies are rare and it is of course possible that necrophiliacs that act upon their unsavoury desires are able to do so for years undetected. Should these people be considered monsters? Should society meet them with disgust and rejection or

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Oct. 4



Oct. 8



Oct. 11

# I AM MONSTER

continued from p.8

sympathy and psychological help? It's a fascinating topic that there is so little known about.

The other half of the film-making duo Lori Bowen tells us that "While I am *Monster* is not like anything I've ever done before, at its core, it fits in perfectly with what I aim to do with my work. I explore the darkness within us with a flash-light and a stick with which to poke things. I was mainly intrigued by the lead character, Vivienne, and her interactions with Jason. I saw them as a duality - she's the Id and he's the Superego. I loved exploring her true motivations, but I worried her ending to be left up to the audience."

It's clear that both Lori and Shannon put a great deal of research and time into developing *I Am Monster*, as is often the case with such taboo subjects, it was important for them to learn as much as possible about necrophiles and truly understand the debates surrounding it before they could present it as a piece of horror fiction.

"I knew that it had to be done right with the wider audience in mind," says Shannon "otherwise the overall message of the film would be pointless. It took me a week to write the first draft, because it became so utterly disturbing that I walked away for three days questioning my own sanity and personal involvement with the subject matter. It made me uncomfortable. And that's a good thing."

**Sharing writing, directing and producing roles, how have the two of you operated as a partnership and what brought you together as filmmakers?**

"One night in November of last year, Shannon had texted me and said that she'd just written the most screwed up script ever and I texted back that I'd love to read it and it just sort of blossomed from there, with us both working on the script and putting the whole thing together."

Dividing the writing, directing and producing responsibilities between two people does of course even the load and two minds are almost always better than one. You would imagine that those advantages come with creative difficulties and disagreements but it seems that Shannon and Lori make a



perfect pair.

"I'd never collaborated with anyone like this before and I admit that the whole thing was scary for me on all kinds of different levels at first, but I needn't have worried; Shannon's amazing to work with and it turns out that we're very much alike. I hope this is only the first of many collaborations with her."

You can see from the incredible trailer and high-res production stills just how much thought has gone into *I Am Monster*, it looks like a thing of horrific beauty and *Scream Queens* will be sure to let you know just when and where you can see it once it hits festivals.

"The producing aspect of it worked out wonderfully as we both shared the work load with obtaining locations, actors, filling out paperwork, collecting props, and obtaining permits.

We got all the way down to the tiny little details of the color scheme, the costumes, the flash on the polaroid camera. Making a film takes an insane amount of work and our time was very limited. We actually had access to the morgue for only 18 hours a day for 2 days. We pulled off something incredible with very little resources and it wouldn't have happened if we weren't bloody working together."

**Are there any horror films or artists that have inspired your work on *I Am Monster*, and would you compare it to anything that our *Scream Queens* readers might be familiar with?**

"Jee-Woon Kim's *I Saw the Devil* was the main visual inspiration as far as lighting and colour are concerned", shares Lori, a modern horror masterpiece from the visually

impressive director that also brought us *The Tale of Two Sisters*. "The location (the morgue at Linda Vista Community Hospital) also really moulded the look of the film and kind of became a character itself with its antiseptic green walls, stainless steel freezer doors and gurneys, and barely working fluorescent lights."

Shannon recommends films like *Nekromantik* and it's sequel by Jörg Buttgereit and cites *Irreversible*, *Inside* and *Santa Sangre* as some of her strongest influences.

**Finally, if you could spend a night in a morgue with anybody, dead or alive, who would it be and why?**

Lori: Hmm...I kind of did already, I made a movie with Shannon in a morgue! Hopefully, we can do it again as a feature!

Shannon: Hah! I totally agree with Lori. Otherwise, it would be Jack Ketchum. I would pick his brain (not literally) about the process of writing a novel, which is certainly a medium I intend to tackle soon. I would bring my espresso machine—and mittens. Just because we are in a morgue doesn't mean we can't be creatively productive. :)

**Short Horror Films Recommended by Shannon and Lori**

**Spider**—Directed by Nash Edgerton

**Rabbits**—Directed by David Lynch

**Cutting Moments**—Directed by Douglas Buck

Anything from Marichelle and Drew Daywalt (Look for *Daywalt Fear Factory* on YouTube)



## Foreign Flick Pick



**Fresh Meat: (2012)**

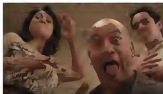
**Director:** Danny Mulheron

**Starring:** Temuera Morrison, Nicola Kavana, Hanna Tevita

**Review by** Chelsey Burdon

New Zealand horror isn't best known for taking itself seriously, since his days of Peter Jackson's *Bad Taste*, the kiwis have always kept their tongues planted firmly in cheek when it comes to horror. You'd be hard pushed to think of any examples that are genuinely dark or scary. This latest offering from Director Danny Mulheron is a tasty comedy about killers and cannibalism that serves up all kinds of unexpected treats.

Attractive Meen teen Rina Crane has returned home from a long stint at a posh boarding school. When she discovers a heavily seasoned human hand in the fridge her parents are forced to explain that the family has undergone a 'lifestyle change' in her absence. Turning to a questionable Meori religious figure, Solomon Smith and his practices of cannibalism, patriarch Hemi believes the secret to immortality lies in the consumption of our fellow man. Celebrity chef



© The Gibson Group

mum Margaret is more than happy to add a few unorthodox ingredients to her menu. Meanwhile, junkie Paul Tan and his band of small time crooks have hatched a plan to bust his brother Richie out of a prison van. But their plan goes horribly wrong, ending in a bullet soaked gas station shoot-out and the crooks that leads them to hold up in a nice little suburban home. So what happens when you pit a gang of smart talking kiki gangsters against a family of middle class cannibals? Not the most obvious set up for hilarity but the end result really does work.

for the rest of this film review and other reviews please visit us at [www.screamshens.com/reviews](http://www.screamshens.com/reviews)



# TOP SICK & THIRTY

## The FrankenFemmes

Pick Their Favorite Zombie Flicks



<https://www.facebook.com/TheFrankenFemmes>





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# Bloody Good Reads

## When The Dead

by Michelle Kilmer

review by Candy Portmiller

### The Human Factor of the Zombie Apocalypse

Review By: Candy Portmiller

Let's admit it, everyone seems to be obsessed with the (impending?) zombie apocalypse these days. From books to movies, to award winning television series (The Walking Dead), websites and articles solely dedicated to the preparedness of surviving a world full of the undead (see our Girl's Guide to Surviving the Zombie Apocalypse), it can be hard to ignore the topic altogether. Most of what we think we know and what we read about zombies is focused on the actual plague and the zombies themselves: How did it happen? How did it spread? What do the zombies look like? Why do they like to eat brains? And most importantly, how do we stop them? Just go to your local bookstore, or better yet, websites like Goodreads and Amazon and you'll find yourself drowning in a sea of zombie novels. Which one do you pick? Have no fear. We here at *Scream Sirens* magazine believe we can solve your zombie novel dilemma! Of course there are the classic zombie novels like *I Am Legend* by Richard Matheson and newer releases that have received much praise like *World War Z* by Max Brooks, but we have something new for you if you are a zombie lover.

Have you ever thought of what would happen if people stayed where they were, secluding themselves, while waves of zombies wage their war outside the walls of their secured apartment building? This is the topic that is explored by Michelle Kilmer, a newly minted author hailing from the glorious Emerald City known as Seattle, Washington. In her debut novel, *When the Dead*, a group of residents secure themselves within three



floors of the Willow Brook Apartments while the plague breaks out all around them. The survivors are confronted with their grim reality and are forced to band together to wait out the plague. There is the old married couple, the single father and his young son, the bulimic girl, the gay guy, a murderer, and egomaniac just to name a few of the main characters of the novel, as well as the restless undead.

The characters themselves are complex, and Kilmer delves into the dynamics of different personalities and psychological changes each

person goes through under duress of the zombie plague. Each character has to deal with their own versions of post-traumatic stress disorder as they cope with friends and families taken by the plague and the violence and confrontation that occurs among their small group of survivors. "When the Dead" is brilliant because the concept is original, and Kilmer is not an author that shies away from sensitive topic matters, such as mental illness, bulimia, rape, infanticide and nymphomania. Kilmer incorporates interesting twists to keep the story flowing while keeping her readers engaged. While "When the Dead" is much more character driven than it is plot-driven there is still plenty of blood, guts and gore for the classic zombie lover. Michelle Kilmer explores the human experience—the good, the bad AND the undead. Will the

survivors of Willow Brook come together in order to survive the zombie plague and will good ultimately prevail? Or will they cease to exist and potentially endanger the survival of humans? Kilmer does an excellent job setting up the ending for reader's to come to their own conclusions on the fate of the Willow Brook residents. Read *When the Dead* and decide for yourself.

I had the amazing opportunity to meet Michele Kilmer at the Crypticon event in Seattle, Washington and we discussed her debut novel "When the Dead". Here's what we found out about our new favorite author:

#### Purchase your copy here **When The Dead**



**MICHELLE  
KILMER**

**What's your earliest memory that you think turned you onto your love for anything zombie?**

The start of my love of all things zombie (which I share with my sisters) is hard to pinpoint. I can say more definitely when my love of horror started. When we were kids, our babysitter let us watch *Pet Sematary* (which technically involves zombies), even though I remember my parents not wanting us to see it. Maybe the thrill of seeing something forbidden? My twin and I spent many nights as teens watching low budget horror movies. But I do have to say that I have nightmares and still watch the scariest parts of horror movies through my fingers. In 2005 we started to attend zombie walks in Seattle and from then on I had zombies on my brain. :

**What inspired you to write your novel?**

I had ideas that I wasn't seeing in the movies I watched and the books I read. Originally my story had rules, back in 2006, but then *Zombieland* came out in 2009 and I had to ditch it. What I started then was short scenes between

odd characters that eventually became "When the Dead". I truly never intended to write a book. The fact that I finished it and people are enjoying it are major accomplishments.

**What's your favorite zombie movie?**

*Dawn of the Dead* (remake, 2004), *Return of the Living Dead 3* (1993), *Boy Eats Girl* (2005), *Otto*, or, *Up With Dead People* (2008). I can keep going.

**What's one thing that pisses you off about most zombie movies?**

They don't show enough mistakes. Show me why there are only twelve uninfected people left! Or, show me more folks holed up. I want to see more suffering, more realism, the spread. We aren't all survivors. Also, everyone is always trying to find somewhere safer than where they are. That's the reason I wrote my characters into a relatively safe situation; I was sick of all the traveling. Besides, I think it can be more dramatic to keep people where they are comfortable, where they know. They may fight harder to protect their way of life.

**Are you a fan of fast zombies or slow zombies?**

Slow zombies and not just because fast zombies are terrifying. Slow zombies are more realistic. If we're dealing with a walking corpse, things are going to stop working normally. But can I argue realism in a fictional world?



Why do you think that zombies are at the forefront of our pop-culture right now?

People are unhappy with the way the U.S. or even the world "works" and it is very hard to make any real, positive change in it. Zombies, or apocalyptic occurrences of any kind, offer relief in that they upset the system as it stands. People want major change and a break from the norm. And though end-of-times survival presents its own share of struggles, they are different ones than what we currently face day-to-day.

How did you come up with such an interesting perspective on the zombie apocalypse?

I live in an apartment complex and I barely know my neighbors. It intrigued me that one can be surrounded by many but connect with so few. This got me thinking that it would be difficult to have to suddenly work together with these strangers. "When the Dead" is like a team building exercise set in the middle of a battlefield: it's impossible to concentrate on the task at hand (living together) while attempting to survive the life-threatening chaos that surrounds.

What else can we expect from you in the future?

A lot! A follow up and a prequel to "When the Dead", another zombie novel with a unique structure, a sci-fi/horror short story collection, a

special project where I give back to fans...)

Do you want to continue writing or do something completely different?

Well, I've been getting great reviews about my writing and my ideas and that has inspired me to continue as an author. I already own and operate a web and graphic design company so, other than writing, I don't think I have time to follow Michelle on Facebook  
<http://www.facebook.com/whenthedead>





# Why We Walk With The Dead

By Jason S. Marsiglio

I have a confession to make. As **The Walking Dead** gears up for its fourth season, I only just finished watching the show's first season maybe a month ago on DVD. You wouldn't believe the odd looks I've gotten the last three seasons when I admit that I hadn't bothered to hop onto the **Walking Dead** bandwagon. It's probably a lot like the face you're sporting right now. A mix of confusion, a pinch of "aghast" and — surprisingly, in a few cases — almost sheer anger!

How could I, I dye-in-the-wool horror genre maniac, have not watched **The Walking Dead**? How could someone who will sit through some of the scummiest, filthiest, most questionable films this genre has ever offered, actually make the conscience decision to side-step a horror program that became a television phenomenon almost overnight? It makes no sense! Am I being a genre snob and simply ducking the latest hype to remain apart from a frothing pack of super-

fans? Ha, no. I'm no hipster. If something's a big deal, I'll check it out on my own time, and will happily admit when it's every bit as good as everyone has made it sound.

So what is it? Did I read all the comics and simply didn't think a televised adaptation would live up to the crisp, honest writing and artwork? Yeah, for a time that was a small part of it, I'll admit. I know a comic book is different from reading a novel, as it doesn't rely on your imagination to pull you into its world, but there's still a bias toward source material that you approach any film or television adaptation with trepidation. Yes, enjoying the comics played a part in my avoiding the show for a short while, shallow as that seems.

But the primary reason was "overkill." By the time the show began, "zombie-mania" was reaching a fever pitch. The undead had managed to shuffle their feet into movies, books,

video games, television shows and just about any other source of media you can imagine over the decades, and as much as I adore zombies...the premiere of **Walking Dead** a few years back almost pushed me over the edge.

Almost...

You see, when it comes to loving a genre like horror, "overkill" isn't just a term reserved for sequences in a film where a chainsaw is used to do something that could have easily been done with an ice pick. It's also reserved for those abbs and flows the genre seems to make on a continual basis. Whether it's a remake trend that just won't seem to end, or a disturbing line of "glamour" vampire films that sheds anything that made blood-suckers even remotely frightening, the horror genre has a bad habit of beating the horse to death sometimes, and if you want to remain a loyal, dedicated fan...you've got to learn to

portion your intake of the sub genres. If you feel you're getting a little tired of knife-swinging maniacs, go on a weeklong binge of haunted house movies. Vampires losing their luster? Grab some silver bullets and hang out with some werewolves. Torture porn getting blasé? Get back into nature and re-visit some animal attack flicks. You don't have to push away from the table to enjoy something else off the menu.

So when **Walking Dead** premiered on Halloween of 2010, I watched it, enjoyed it and admired it for everything it was. It was gruesome, heartbreaking, gripping, well written and acted. It was exactly what I came to expect from the team behind it and very truthful to the comic that inspired it.

And I promptly jumped off the wagon.

I could feel it halfway during the show. That gnawing, bittersweet feeling you get when you know you're experiencing too much of a good thing. I couldn't sit through a whole season of this show knowing I was on the verge of losing my interest in zombies. It wouldn't have been fair to the series, because a bias would be settling in. Opinions would be made out of exhaustion and I'd

wind up just plain old "not liking" the show for no real discernable reason. I could just picture good old "Uncle" George A. Romero—my personal filmmaking hero—taking off those big, signature glasses of his, squeezing the bridge of his nose to fight back the headache and just muttering over and over in disappointment, "Jason, Jason, Jason... come on, man..."

But the truth is, you just don't remain a life-long fan of anything when you gorge yourself with the same thing over and over. And while **Walking Dead** was introducing audiences on a much grander scale to the wonders of the zombie apocalypse for the very first time, I had been waist-deep in it for nearly 20 years.

I've seen slow zombies (**Night of the Living Dead**), fast zombies (**Return of the Living Dead**), voodoo zombies (**I Walked with a Zombie**), rage zombies (**28 Days Later**), British zombies (**Shaun of the Dead**), Australian zombies (**Undead**), Japanese zombies (**Stacy**), anime zombies (**High School of the Dead**), Templar Knight zombies (**Tombs of the Blind Dead**), Sumatran rat-monkey zombies on steroids (**Dead-Alive**), sexy self-mutilating zombies (**Return of the Living Dead 3**), amusement park zombies (**Zombieland**), Medieval

zombies (**Army of Darkness**), re-animated zombies (**Re-Animator**), redneck torture family zombies (**The Cabin in the Woods**), murdered "special ed" zombies (**Trick 'r Treat**), stripper zombies (**Zombie Strippers**), nerdy zombies (**Night of the Living Dorks**), zombie hookers (**Frankenhooker**), military zombies (**Masters of Horror: Homecoming**), Nazi zombies (**Dead Snow**), rave zombies (**House of the Dead**), cowboy zombies (**House 2: The Second Story**), zombies from hell (**The Beyond**), zombies from space (**Plan 9 From Outer Space**), zombies who want cake (**Crepshow**), zombies who like Beethoven (**Day of the Dead**), zombies used as sex toys (**Dead Girl**), zombies used for pets (**Fido**), shark-fighting zombies (**Zombi 2**), zombies in love (**Warm Bodies**), zombie dogs (**Resident Evil**), zombie cats (**Pet Sematary**), zombie chickens (**Poultrygeist**), and - God help me - even zombie porn (**Erotic Nights of the Living Dead**). Hell, even by **Friday the 13th VI: Jason Lives**, our own hockey-masked maniac Jason was a worm-infested, re-animated corpse who essentially just picked up right where he left off - hacking his way around Crystal Lake (albeit a little slower than he used to be)







And those are just the movies I could think of off the top of my head as I was writing this! It barely represents a fraction of the number of zombie films I've actually seen, and – more daunting still – the several hundred existing out there that I haven't. Flesh-eaters, brain-briars, gut-munchers, eye-rippers... they've all come and they've all gone over the years in various forms. I've traveled far and wide in the isles of zombie-dom, and I needed a break. Simply to maintain my love of zombies, I had to distance myself just a little bit. Step outside the cemetery, so to speak, and get some "fresh" air before going back through the gates to enjoy another round with my undead buddies. And maybe it was because I stepped outside and turned to look in for once, that I discovered something about zombies and why our culture seems so drawn to them. Why we keep going back when, really, there's no shortage in sight. Zombies seem to get the most cinematic overtime of all our genre monsters because they're easily the most versatile of creatures we have. I'm not just talking about one of the several dozen "types" of zombies I listed previously but that's certainly a decent point of consideration.

Zombies are, in a way, nothing spectacular. They rarely talk (coherently), most, with a few obvious exceptions, aren't very fast, and unless you're surrounded by a swarm of them, one or two aren't all that dangerous or even that difficult to kill. So what makes them so versatile? Why do we continue to run back to a monster that's hardly a hulking, jaw-snapping juggernaut or chainsaw-wielding psychopath driven by hatred or madness? A monster that drags ass while you run for your life, or shuffles along mindlessly when there isn't someone to sink their teeth into? Is it because their rotting skin, decaying teeth, and lifeless, rolling eyes provide us with a morbid pang of fascination? A possible, gruesome window into what we will ultimately look like several years beyond our expiration, within a pine box six feet below the soil? There's certainly a bitter truth to zombies, isn't there? That morbid fascination with death certainly lends itself to our interest in them, I'm sure. There's nothing inherently "evil" about them. They're just a hollowed-out version of the person they used to be. And like most great monsters in horror, zombies come from a long line of eerie half-truths and mythology. A

product of Haitian voodoo, a zombie was traditionally known as someone brought back from the dead by black magic for purposes of slavery, murder, or to enact revenge. In reality, documented cases of "real life" zombies have been tied to people being under the power of strong, psycho-pharmaceutical drugs, hypnosis, or – the most frightening of all – just plain being incorrectly presumed dead by lazy doctors writing coma patients off and burying them prematurely.

Or is it the scale of the carnage onscreen, perhaps why we keep digging up the dead? When I was much younger, a zombie movie was an easy way to satisfy a hunger for wall-to-wall gore. Zombies were little more than an exercise in gruesome creativity for the filmmakers and effects artists behind them – consistently dreaming up and executing (in a matter of speaking) some truly nasty demises for the undead. These things weren't exactly "people" anymore, so it wasn't intensely disturbing for a viewer to sit through 90-odd straight minutes of survivors using them for target practice and splattering zombie brains all over the screen, or smashing their skulls in with blunt objects. If it's one thing a zombie knows how to do outside of consuming human flesh, it's getting the stuffing blasted or crushed out of them in a particularly "juicy" manner. Zombies are nothing if not "pulpy".

Lucio Fulci's *Zombie* (or *Zombi 2* in Italy), the "unofficial" sequel to George Romero's *Dawn of the Dead*, is one of the more jarring and recognized of these splatter-fests. Throats are ripped open, heads are smashed in,

brains are blasted out, worms writhing in rotten orifices, and in one grueling sequence, an eye is slowly impaled on a jagged shard of wood from a smashed door. The direct threat in its simple tagline, "WE ARE GOING TO EAT YOU" brushes aside any pretense you might have had that the film was going to skirt around what gorehounds were paying their hard-earned dollars for.

Before he became one of the biggest directors in cinema, the great Peter Jackson was cranking out some of the oddest — and most creative — low-budget horror films ever seen, right in his own backyard of scenic New Zealand. Whether it's the psychotic aliens of *Bad Taste* or the demented Muppets of *Meet the Feebles*, Jackson was creating films with an undeniably unique voice. But I doubt anyone was prepared for his 1992 zombie classic *Dead-Alive*, which features, bar none, some of the most inventive and disgusting zombie gore sequences ever committed to film. Once the blood really starts spraying — my God — get a raincoat! Not a drop of chunky, over-the-top gore is spared from spilling in this sloshy tribute to zombie films — everything from zombie sex that births psychotic zombie babies, to zombie ass-kicking priests, all the way to zombie-head punes are thrown at us. If this one can't sedate a healthy bloodlust, I can't think of another zombie film that can. What these films might have lacked in budget, sense or even good taste, they more than made up for in heaping buckets of gore, guts and brain matter, all served in enthusiastic doses of warped originality.

But I think the real reason we all



© 1979 Variety Film Productions

flock to zombie fare like flies to a corpse is far more surprising and ironic, really. Silly as it might sound, I think a great deal of the zombie sub-genre's fan base is there less to see the zombies, and more to see the survivors — and they may not even realize it right away. Sounds odd, but give it some thought. Reflect a little bit on the zombie films you've seen that really stuck with you, and think about what's really going on there. If you look closely, the zombie apocalypse in these films generally serve as less an excuse for all-out gory mayhem, but as a catalyst for mankind to get a grip on what's really important. Nothing makes you sit up and take stock like the end of the fucking world, and for us horror fans, the zombie apocalypse is just the collective kick in the ass we need to get our act together. If you think I'm wrong, consider the big "2000 scare" or the panic some people had over the year 2012 arming and tell me that people aren't prone to certain fits of hysteria over a pending "change" in the daily routine. In film, dramas offer historical pieces that center on horrible, true events like wars, holocausts and political strife to warn us of past mistakes in the hopes we won't make them again. Action fans get natural weather disasters, towering

infernos and capsize cruise ships to weed out the true heroes and show us feats of bravery and compassion.

And we get zombies.

There's very little difference in theme between the genres if you break it down to basics. That a terrifying or horrible event pushes people to their personal limits. Their limits of bravery, limits of compassion, morale, or strength. In others, it unfortunately brings out the primal animals we all harbor but make an effort to keep caged. While the zombie apocalypse might be the least likely of the natural disasters and acts of terrorism we face on a global scale, it's still one of the only corners of the horror genre where we really get to see the human condition under a microscope. Zombies bring out the best in people...and, in many cases, the worst.

I tend to call these particular zombie films "Romero-style" zombie films. While the term "Romero Zombie" exists traditionally to describe the type of flesh-eating ghouls presented to us in George Romero's *Living Dead* series, and the template that's been used for several dozen zombie

films since, I usually attribute the Romero approach to any zombie film that's written with a focus on taking a jab (whether serious or satirical) at humanity's flaws. And there's no limit to those, are there? There's some brilliant writing in these particular films, and they've proven time and again that Romero's **Night of the Living Dead** was the blueprint example for using zombies as a means to examine issues regarding race, sexism (**Day of the Dead**), greed (**Land of the Dead**), power (**28 Days Later**) and consumerism (**Dawn of the Dead**), just to name a few.

For every character that learned to stand up, take action and defend those in need and protect the people they love from hordes of the undead, there's always going to be someone who uses the chaos around them as an excuse to not, loot, rape and kill. In a land without authority and punishment, the baser instincts are bound to take over, and not everyone's idea of self-preservation is going to be beneficial to the greater good.

And all the while, shuffling aimlessly amongst the chaos,

the broken glass, the fires and overturned and abandoned cars, are the dead. Oblivious to the horrors they're causing, they wander the streets looking for flesh. They don't care about flat screen TVs, or how much money is in their account. They don't care who's in charge of what group of survivors, and they don't argue about where the safest place to be is. They don't care if you're democrat or republican, gay or straight, black or white, male or female, rich or poor.

Perhaps THAT'S the secret to their appeal and our undying (no pun intended) love for them in horror. Perhaps they're here to remind us that we shouldn't care about those things either? That maybe – just maybe – we all share a collective interest in a world where those problems drift away into a sea of blank, disinterested faces, shuffling the mortal coil off with each staggering step. That we might all share a collective interest in a notion that all these trivial things that shouldn't matter to us while we're alive would ultimately mean even less when we're dead.

Or are zombie films here to warn us about wasting life, which is short and delicate enough as it is? About stressing over things we have no control over – or for that matter, things we don't even have any business giving a shit about when there are far greater issues looming just over the horizon.

More frightening still lies the question: Are we interested because they hold up a mirror to an apocalypse we've created all our own? Think about that the next time you're at a store, at work or standing at a busy street corner. Just take a second, and look at the people around you. Shuffling along, slowly. Bored, tired and aimless. Bloodshot eyes peering into their iPhones as they pay no attention where they're walking (or driving!).

We are all ultimately going to join the dead someday, there's no question...

But the so-called "zombie apocalypse" has already been long underway, folks.

Maybe we just feel safer watching it on TV...?



© 1955 Image Ten Productions  
Night of the Living Dead



©1932 United Artists

This issue of Scream Sirens celebrates all things zombie and as a lover of classic horror Chelsey Burdon takes a look at the unusual beginnings of the sub-genre with the film that started it all, Victor Halperin's 1932 *White Zombie*.

To many, George Romero is the Granddaddy of the zombies, and we can't doubt that in *Night of the Living Dead* he introduced many of the characteristics and ideas that we have grown to associate with the undead. But way back before he was even a twinkle in his daddy's eye Victor Halperin reanimated the dead on our screens in the underrated classic *White Zombie*. Starring none other than Bela Lugosi, a year after he brought us the iconic *Dracula*, it is an altogether different tale of black magic, desire and revenge.

Lugosi plays Murder Legendre, a man of dubious origin that runs a plantation in Haiti, notorious for his practices of voodoo, he is called upon by Monsieur Beaumont who is desperately in love with a woman that is due to marry another. Legendre provides him with a potion that will kill his love interest in such a way that her body can be reanimated and her mind subjected to his control. Her would-be husband mourns her passing but doesn't quite believe she is gone and when he discovers her opened tomb he sets out to discover exactly what Legendre is up to.

The reanimated bride, Madeline, looks as lovely as she did with a pulse, she can still play piano beautifully and is lightyears away from the monstrous

## In Retrospect White Zombie

zombies we see on our screens today. Her only flaw is 'those empty staring eyes', she has no character or emotion and is little more than a lifeless, mind-controlled corpse. Beaumont is too distressed by the sight of her and pleads with Legendre to reverse his magic and restore her to the living, but Legendre has plans of his own. Of course, she isn't the only 'zombie' that we see here, Legendre's plantation work-force is made up entirely of tireless walking corpses, the perfect slave that does not need to be well-fed or well-rested. These zombies pose no threat, they are controlled through the voodoo of Legendre and have no innate aggression or desire for human flesh as modern day zombies do.

The very word zombie originates from Haitian voodoo culture, it is an idea, a myth, that has been around long before the dawn of cinema and has only recently become so prominent in popular culture. The flesh eating, the viral threat, the need to destroy the head in order to kill them, all this began with Romero's *Night Of The Living Dead*, in the beginning, zombies were mild mannered corpses dug up from their graves by voodoo

practitioners who sought to use them for their own gains

Now, as a society, one of our greatest fears is the collapse of civilization, an unavoidable Armageddon to put an end to mankind, which is why the zombie apocalypse is such a culturally intriguing concept. Interestingly, over half of all zombie movies ever made came after September the 11th 2001. Zombies tap into deeply ingrained societal fears of helplessness against a threat which can spread like a plague, devour our humanity and bring about the beginning of the end.

But back in the 1930's life was relatively simple, the end of days was not something that the average American gave any thought to, their fears were the loss of individuality, becoming redundant in the face of technology and becoming cogs in a machine. The great depression had hit hard and the emergence of Legendre's soulless zombie workforce could not have been more appropriate. Horror films of the time also played upon a fear of the unknown, of strange cultures and practices that threatened

continued on p. 47



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## White Zombie

Continued from p. 20

the civil rights movement when race relations in America were still a huge problem, showcasing the source of all monstrosity as a white man converted to a black religion who then proceeds to manipulate and corrupt an innocent white woman who was no mere coincidence. The young couple at the centre of the film are picture perfect middle class Americans, visiting Port-Au-Prince for their wedding who become sucked into a world of native superstition and foreign ideas. Do not underestimate how significant this was to movie going audiences at the time.

During a decade when genre films were enjoying international success and Universal Monsters were ruling the box office, **White Zombie** came from outside the studio system, produced by a small independent company spearheaded by director Victor Halpern and his brother Edward. Though it may feature many of archetypal characteristics of a 1930s Universal horror, the iconic villain, the damsel in distress, the expressionistic set pieces and foreboding mood and tone, **White Zombie** was actually made on a fraction of the budget. It may not be as widely adored as the likes of **Frankenstein** or **Dracula** but **White Zombie** is certainly a milestone in horror history and serves to remind us of the humble origins of today's most fearsome monster.



©1932 United Artists



## What's your opinion or experience with foreign horror currently compared to American horror ?

@Kyle Gunning Foreign hands down. Most of the decent American horror films are just rip offs of foreign ones anyway.

@Matty Simmons-Potest Foreign is a lot more inventive... American seems to recycle the same old song and dance.

@Robert L Webber Foreign pushes every limit and is not afraid to shove things in your face. American horror USED to be like that, but not anymore

@Robin McQuay Foreign horror is just more gruesome and gory and more original story lines and just awesome inside and Martyns are still two of my fav horror movies. American horror is...not. It's unnecessary gone just to throw it in, most of the stories are very unoriginal and/or remakes! I also notice less talking in foreign horror movies versus American horror. Sure we have a few good horror movies but for the most part, no.

@Josh R Sloop American horror is so over being good and just wants to make money. Whereas foreign films are still into being scary as well as pushing the limits

@Dony Elgo With American Horror we get bombarded with a lot of bad movies along with the small few that are actually good, year after year. With foreign horror, it's easier to spot the actual GOOD movies since hype builds around it, and the smaller, mediocre films sort of disappear on the wayside unless you actively try to pursue said films. That's my Q

@Robin McQuay Foreign horror is just more gruesome and gory and more original story lines and just awesome. Inside and Martyns are still two of my fav horror movies. American horror is...not. It's unnecessary gone just to throw it in, most of the stories are very unoriginal and/or remakes! I also notice less talking in foreign horror movies versus American horror. Sure we have a few good horror movies but for the most part, no.

@Bren Johnson Foreign is more meaty, mentally and physically. I agree with what has already been said.

Dony Elgo @robin Inside and Martyns ARE THE BEST...hands down!

@Shauna Collie Foreign movies are hardly censored. The end lol

# TAKE A RIDE ON THE SCARYSIDE

by Netelya Lahnert

DEADLY

666

DESTINATIONS



## Serbia 1583

Of all of the zombie stories reported throughout history, the story of the Cossack Yermak scouting party may be the most disturbing. This scouting party, after being lost for days and starving to death, was rescued by a local Asiatic Tribe during the cold of the Serbian early winter. The scouts gorged themselves for days on the tribe's foods, receiving little to no objections as they have now successfully declared themselves as the tribe's leaders. After eating through all of the stored food, the scouts moved on to the villagers themselves. Thirteen people were killed and eaten while the rest managed to escape into the surrounding freezing wilderness. After eating through most of the tribe, the scouts were forced to revert the burial mound to pick off whatever remains they may find preserved by the cold climate. They dug up the first body, a woman bound and gagged, only to have her corpse reanimate. In an attempt to see how she did it, the men remove her gag prompting her to bite one of them viciously on the hand. They killed the woman and cooked her remains. Two of the men did not partake in the feast, the bitten man because the others thought he was pretty much going to die anyway, and one other who believed the flesh was cursed. The two that ate the woman died painfully that night and the man who was bitten died just hours after. The survivor attempted to burn the dead, but as he set the first fire, the bitten man revived and chased after the survivor for over an hour before freezing completely becoming a macabre addition to the frozen landscape. The survivor was rescued just a few days later by another scouting group who recorded his story with the help of Father Pietro Georgiawich Valutian and stored it in a remote monastery on Valam Island on Lake Ladoga.

## Chiapas, Mexico

The year is 1852. Three men from Boston are attracted to a remote province in Mexico with the hopes of finding some long-lost Mayan treasure within the rumored Mayan ruins of the area. It was in the small of on Tzeltel where the men, James Miller, Wilard Douglass and Luke MacNamara witnessed the burial of a man who was said to be a "drinker of Satan's blood." They noticed that the man was bound and gagged, however, he was still alive. Disagreeing with the inhumane treatment of this man, the three North Americans rescued him, removed his bindings, and were immediately attacked. The rescued man violently ran towards the three men, gunfire rendering useless against him. By the end of the brawl MacNamara was dead and the two other men were wounded. The last bit of the story that is known comes from a letter the two surviving men sent to their homes. It said that after the attack, MacNamara came back to life. The wounds they suffered were now festering and a horrible fever had consumed them. They decided to rest a few days in Mexico City, and they were never heard from again.

## Jarvie, British Columbia

Five newspapers were involved with recounting this frightening and (strangely) inspiring story of a zombie outbreak that occurred in the small town of Jarvie, B.C. in the year 1947. Although little is known about how the outbreak began, historians suspect that it was a local hunter by the name of Matthew Morgan who was the initial carrier of the disease. Morgan returned to Jarvie one night with a strange bite on his shoulder and by morning there were twenty-one zombies wandering the streets. The few survivors (there were about 15 by this point) barricaded themselves into the Sheriff's office, weapons in hand. One surviving citizen had discovered that a single bullet to the brain was the only way to stop these monsters, however, since they had boarded up all of the windows, aiming was out of the question. They came up with a plan to escape the building through the roof, got to the telephone telegraph office and notified the authorities in Victoria, B.C. They succeeded in making it halfway across the street when they were seen. Regina Clark, one of the survivors, ordered the rest to run as she would hold off the monsters herself. She successfully distracted them, leading the ghosts into a blind alley where she was able to shoot them in smaller groups. Eyewitnesses reported that she fired a fifteen-round clip in twelve seconds without missing a single shot. Even more frightening is that the first zombie she killed was her own husband. Official sources have labeled the occurrence, "an unexplainable display of public violence." All newspaper articles explaining the event were written by Jarvie residents. Regina Clark has refused to be interviewed and her memoirs remain a family secret to this day.

## Caribbean Island of Haiti

The first scientifically verified "zombie" was discovered in Haiti in 1980. Clairvius Narcisse was sold to a "zombie master" after a tilt with his brothers and was immediately turned into a zombie by a Haitian voodoo priest. Scientific tests have discovered that these priests would take men and feed them a mixture of toad skin and puffer fish which would slow down their heartbeat enough for them to be proclaimed dead. After being immediately buried due to the sweltering climate and lack of refrigeration in Haiti, they were dug up by the "zombie masters" who then fed them a paste made from Jansons Weed, or Datoun. Datoun breaks your link with reality and erases your short term memory. After this, the zombies are drugged to the point of semi-permanent induced psychotic delirium and sold as slaves to sugar plantations. Clairvius Narcisse escaped after the death of his zombie master and managed to roam around Haiti in a delusional, zombie-like state for sixteen years before running into his sister at a public market who, with the help of childhood stories, reunited him with the memories of his pre-zombie life.

## Miami, United States

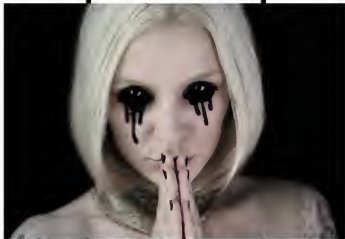
At 2 p.m. on a Saturday in 2012 on the MacArthur Causeway's off-ramp in beautiful Miami, Florida, a Road Ranger spotted a naked man tearing the flesh from the face of a man who was still alive. The Ranger shouted into his loudspeaker for the attacker to back away while making a careful approach towards the scene. One witness of this gruesome scene reported that at this point, "The guy just stood, his head up like that, with pieces of flesh in his mouth. And he growled." The officer moved closer, but he was ignored as the man turned once again to his victim continuing to chew the flesh he had torn off with his teeth. The officer demanded the man stop and after being ignored again, he shot the man. However, this did not stop him from continuing his feast, so the officer shot him several more times, eventually killing the man. The victim, a homeless man from Miami, was rushed to the hospital in critical condition, most of his face gone with his skin ripped away and eyes gouged out. Many theories have surfaced concerning what caused this man to "turn zombie" including the mixing of bath salts, synthetic marijuana and LSD, however, the toxicology reports denied that any of those substances were in his system. So, what turned this poor man into the "Causeway Cannibal?" It is still a mystery.

"DON'T EVEN TRY

"IT'S A LOST HIGHWAY TO HELL"

TO UNDERSTAND"





Introduction by Chandra Vitellaro

# MISS LAKUNE

This beautiful opalescent pelted face is none other than Miss Lakune herself. Portraits that capture a unique ambience and embody the exquisitely hellish couture of contrasting metals, feathers, blood and pearls.

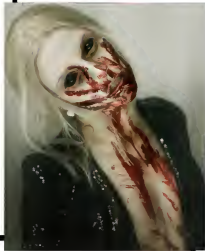
These elements are trapped in the theatre of a face so dauntingly torture-esque as it plays into the beautifully delicate nature of flesh and bones.



"JUST DON'T CARE  
WHAT PEOPLE SAY..."



# MISS LAKUNE



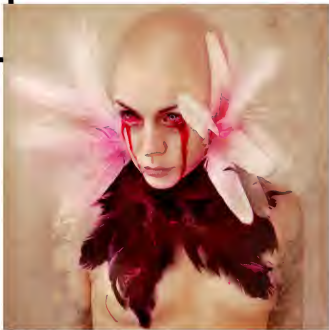
"...IT IS SO TRIVIAL BUT  
IMPORTANT."

The self taught makeup artist and photographer who comes from a family of photographers out of Opole, Poland has been behind the lens for about eight years now. Admirably it was just a few years ago that she became interested in photo manipulations and makeup.

Miss Lakune: I'm not a fan of dark art so I always try to add some light. I try to integrate horror motives with lots of light and colors

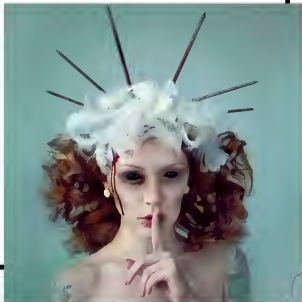
SS: What would you say has the most powerful influences on your work?

Miss Lakune: Well, I love Bowie, Manson, Tarantino, Burton, Bjork, the weedeos. That's who I prefer.



SS: When you listen to music that moves you, how does that help you to portray certain emotions and reactions?

Miss Lakune: It's the music yes, however it's more the lyrics that resonate, it gives me the power, the inspiration that drives my art.



## Check Out More Miss Lakune At

<https://www.facebook.com/MissLakune?fref=ts>

<http://lakune.bigcartel.com/>

<http://www.behance.net/lakune>

<http://miss-lakune.deviantart.com/>

I'm interested in juxtaposing traditional handmade crafts with extreme elements found on the fringes of society. My work can be described as opposing forces colliding at lightening speed. Imagery found in vintage tattoos, the occult, and motorcycle gangs are stitched together with recycled materials using techniques usually relegated to your Grandmothers sewing circle.

Serious, yet attempting to take on a B movie Horror film style where ridiculousness becomes genius. The question remains...

Can I play with madness?"



# DON'T THREAD ON ME !!! BEN VENOM

Breaking the Traditions of Conventional Quilting



by Chandra Vitellaro

Tell us about how you became involved in quilt making and your first projects when you were in grad school in San Fran?

My current body of work is directly inspired from the Gees Bend quilt exhibition I saw at the De Young Museum in 2006. I was blown away by the attention to design, craft, and handiwork by women from a very rural region in the American South not too far from where I grew up. They did not have a lot of materials at their disposal and would use recycled denim jeans, blankets, and fabric scraps to construct some really amazing work. I like the idea of up cycling or re-use...Nothing is thrown away!

I started using a sewing machine while in graduate school at the San Francisco Art Institute by constructing large flags and banners. Soon after I graduated I took it up a notch and began quilting in 2008. My first quilt Listen to Heavy Metal While You Sleep! was for an exhibition at Neupert Gallery in Berlin, Germany. It worked out great cause the quilt was 73" x 99" and I was able to fold it and place it in the overhead compartment on the plane. No shipping costs! Ha!

Can you reiterate on the D.I.Y. culture in rock/punk that you have previously touched on before.

I grew up in the 1990's Atlanta, GA punk rock scene and was introduced early on to the concept on Do It Yourself. This mentality has followed me through my teenage years and into adulthood. Basically, don't ever let anything hinder you from seeing your ideas through to the end. When I began sewing I had no idea what I was doing...simply a concept I wanted to create. I made a lot of mistakes and asked a lot of questions along the way.

How do you go about finding your shirts?

I have already blown through the majority of my private collection. Currently, I purchase shirts online through EBAY, Relapse, Southern Lord, or direct from a band's website. However, a lot of my friends play in Metal bands and have been donating their own Metal shirt collections to support the work I do. By doing so the quilts become a part of everyone's personal history and story to tell with every shirt, tear, and

unexplained stain. I have already started collecting used Levis jeans and leather jackets from friends for use in my current body of work recently exhibited here in San Francisco, Denim and Leather...they go together!  
You have made pillows and banners and you are introducing jackets yes?

Yes...I have made a couple of jean jackets that incorporate very large machine embroidered patches referencing elements of mythology, the occult, and motorcycle gang logos.



Are you considering the possibility of creating other textile pieces?

Yes...I am always looking to new mediums and pushing forward with ideas.

How many band t-shirts do you have in your closet or for that matter in your possession?

I probably have a couple hundred shirts lying around since I save and use every little scrap from a pair of jeans, jacket, or shirt.

Can you give us a break down of the process and what is all involved and goes into making a quilt? The amount of hours... thread, shirts ...?

Everything I do begins with some amount of research into a particular topic or interest. I will come up with





or do a piece with a musician or band? Any killer stories/experiences you would like to share with us?

Yes! Laura Pleasants of Kylesa has sent me a ton of Kylesa tees and shirts from her own collection. When Valient Thorr played San Francisco I picked them up from the venue earlier in the day and took them over to Guerrero Gallery to see my solo exhibition Piece of Mind. They also gave me a huge stack of tees to use in future projects.

What did you find most kick ass (rewarding) about the process of creating your quilts?

a general idea in my sketchbook by taking notes and doing some quick drawings to work out my idea. From there I move the design into Photoshop or Illustrator and refine the design to its final size. The next step involves cutting all the shirts / denim / leather into pre-determined shapes that fit into the overall design much like a puzzle. Finally, I sew all the pieces together with the quilting stitch that holds all 3 layers of the quilt together.

What band/bands influences you the most?

Manowar, Kylesa, Valient Thorr, Hazzards Cure, Black Cobra, Mastodon, etc.

Through your art of making quilts has it given you the chance to meet





For me... the most rewarding part of the process is getting to meet other artists I have followed over the years. People like Dennis McNett, Skinner, Bill McRight, Kevin Taylor, Andrew Schoultz, Richard Coleman, and Lucien Shapiro.

Do you consider commissions?

Yes... I do commissions. Please email me at [ben@benvenom.com](mailto:ben@benvenom.com) for more info and pricing.

What are you currently showing and what is coming up for you?

I currently have work at Charlotte Fogh Gallery in Denmark, Joseph Gross Gallery

in Arizona, and at Breeze Block Gallery in Oregon. My work will be exhibited in the Affordable Hamburg, Germany Art Fair with Yvonne Boland and at Aqua Art Miami with Get This! Gallery. I am currently working on designing a limited editioned jean jacket patch for the band Red Fang that will be available soon.

Can you talk about what was involved in the 'MEGA' quilt?

See You on the Other Side measures in at 155" x 175" and is constructed from over 125 Metal shirts. It took me over 5 months to sew and the largest quilt I have made so far. I had to buy a better, bigger, faster sewing machine

(Juki F-600) to complete this quilt. My first sewing machine was too small and the motor was about to blow up. It was time for an upgrade!

What do you want people to take from, what inspiration or information would you hope to leave people with after they see your quilts?

When you go over the top and turn it up to 11...that's when ridiculousness becomes genius. Riding that razor's edge is where I want my art to live.

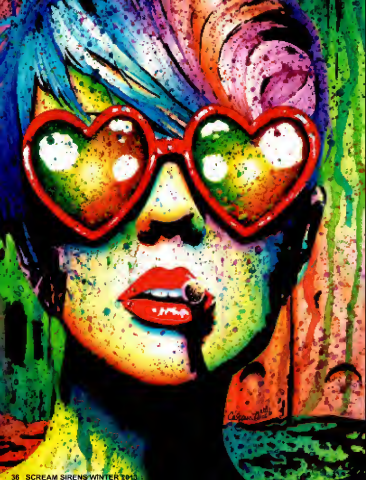


#### BEN VENOM'S BIO:

Ben Venom graduated from the San Francisco Art Institute in 2007 with a Master of Fine Arts degree. His work was included in the November 2011 issue of ARTFORUM Magazine, and he was selected for Bay Area Now 6 at Yerba Buena Center for the Arts. Venom was recently interviewed on NPR: All Things Considered and by Nessa Reifsnnyder on Creative Mojo. His work has been shown both nationally and internationally at Charlotte Fogh Gallery in Denmark, Circle Culture Gallery in Germany, Wolverhampton

Gallery in England, RVCA San Francisco, Get This! Gallery in Atlanta, the Honolulu Museum of Art, and at the International Quilting Festival of Ireland. He will be exhibiting in the Affordable Art Fair in Hamburg as well as the Aqua Art Miami fair. Venom has lectured at the California College of Arts, BURNAWAY, and the Frist Center for the Visual Arts. He is a member of the San Francisco Quilter's Guild and currently teaches Printmaking at the Kala Art Institute and Workshop SF.





# Down and Dirty **13** with Carissa Rose

## 1. What grosses you out?

Not a whole lot grosses me out, but for some reason dirty dishes make me gag. I have to wear gloves if I am on dish duty.

## 2. What are your favorite scary movies?

I love zombie movies, anything Romero, of course! Give me lots of campy gore and I'll be sure to turn out the lights and pull an all-nighter.

## 3. What is one of your favorite songs to scream at the top of your lungs?

Whenever I hear The Misfits "Hybrid Moments" you're lucky if I'm not yelling it in your face.

## 4. What is your guilty pleasure?

Adult animated shows. I've seen every single episode of American Dad, Family Guy, and South Park at least 10 times each. Fun to watch when I'm painting because I can listen to it and still know exactly what's going on without watching the whole time. I've got nearly every episode of every show memorized.

## 5. If you could have any superpower what would it be?

Either the ability to slow down time or to never have to sleep, there never seems to be enough time! I guess it would be cool to fly or be invisible, but just not practical for me.

## 6. If we raided your refrigerator, would we find anything interesting?

A whole lot of PBR... The sheer amount of PBR alone would be a pretty interesting find.

## 7. What famous dead person would you love to meet and have come back as a zombie?

George Carlin. I'm obsessed with his stand up. I bet he'd be able to make everyone's sides split first to make the job of tearing out their organs a little less strenuous.

## 8. What musicians and bands influence you the most?

There are so many bands that I draw inspiration from, the list goes on forever. If I had to pick a few to sum it up, NoFX, The Dead Milkmen, Violent Femmes, The Misfits, Bad Religion, Streetlight Manifesto, Tiger Army, Youth Brigade, the list goes on... I love punk and punk sub-genres. I am fueled by the energy and raw emotion.

## 9. What scares you?

Spiders. I am %100 arachnophobic. I've almost side swiped another car when a spider descended from my rearview mirror, I had to slam the breaks, swerve over, and leap out of my car running around the side of the highway in circles shaking myself off. I'm just glad I had sense enough to put it in park before doing what looked like a bath salt induced frenzy on the side of I-94.

## 10. Are you more Marilyn Monroe or Bettie Page?

I adore both, but I'd say dress like Bettie, behave like Marilyn. )

## 11. Who is your favorite artist?

I've really been digging Banksy for a while. His work is so creative and inspirational, I could get mesmerized looking at pictures of his pieces for hours.

## 12. What would we be surprised to find out about you?

I worked on my grandma's farm until I moved to Chicago a few years ago. I fed and cleaned up for over 100 miniature horses. Sounds like fun right? Cute little horses? Hell no, they aren't so cute when they kick you in the gut and cause internal bleeding (that actually did happen to my mom). I never want to have to work that hard again in my life, but I'm glad I know what real work is.

## 13. If we bought you a shot, what's your poison of choice?

If you're buying, you can pick! I'll pick up the next round and we'll make it Jameson.







# FALT PHOTOGRAPHY



Ash and Rex



Date of The Dead



Cooking with Rex

Vixen's, Zombies, Latex oh my! FALT Photography's specializes in all things alternatively wonderful and wicked. Based in Western Canada (Edmonton and Vancouver), FALT brings you a completely unique style known as "illustrative" photography. Have photos you want jazzed up? Ask FALT about their illustrative retouching.

Nikita Gushue  
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Rex and Ashley



Zombie Noms



Zombiesque I



Spookilicious

# THE W OMEN OF H ORROR

By Jason S. Marsaglia

## Judith O'Dea (1945 – Present)

A Pittsburgh native, Judith made her big-screen debut in George A. Romero's legendary *Night of the Living Dead* as Barbara — a girl visiting her father's grave with her brother when the very first of Romero's ghouls attacks them in the cemetery (effectively making her the "First Lady" of Romero's Zombie saga). Though she spends a majority of the film in utter shock after seeing a zombie murder her brother, it's O'Dea's powerfully realistic portrayal of a woman in the grips of delirium that set her personality apart from the rest of the colorful characters in the film. After a long break from acting, she's returned to genre fare over the last 10 years in films like *Serial Killer*, *Women's Studies* and *October Moon*.



© 1968 Image Ten Productions

## Melinda Clarke (1969 – Present)

Though a brief stint on the long-standing soap "Days of Our Lives" might have put her on the map, it was the sexy, dangerous and — ouch — "edgy" performances as Julie Walker in the gruesome (and surprisingly sweet) sequel *Return of the Living Dead III* that made horror fans embrace the lovely Melinda Clarke as a cult icon. A powerful performance kept us captivated, but when zombie-fied Julie puts her body through a gruesome modification to redress her flesh hunger with spikes, glass shards and fetishistic piercings, her character was secured as a breakout horror icon — immediately recognizable, and disturbingly beautiful. She mentored a steady stream of genre work in films like *Spawn*, *com for Murder* and *Killer Tongue*, as well as numerous television appearances on "Vampire Diaries", "Charmed" and "Ghost Whisperer".



© melindac Clarke.org

## Rose McGowan (1973 – Present)

Never has a woman looked so sexy...with an assault rifle for a leg. While audiences may not have really "got" what Robert Rodriguez and Quentin Tarantino were doing with their drive-in tribute *Grindhouse* at the time of its initial release, the cast on the screen clearly relished every intentionally cheesy moment. Though some came close, no one reflected the badass "grindhouse" girl attitude quite like Rose McGowan as Cherry Darling — the sassy go-go dancer with a seemingly endless number of "useless talents". Not the least of them splattering zombies all over the place with her ammunition-charged new appendage. She even briefly appeared in the second feature in the double-bill, *Death Proof*. No stranger at all to the genre, McGowan has starred in a number of horror pictures, including the original *Scream*, *Phantom*, *Devil in the Flesh*, *The Black Dahlia* and long run on television's "Charmed".



© Universal Pictures Home

# GAME ON SPREADING THE INFECTION

ZOMBIES ARE ALL-OVER OUR CULTURE. ASIDE FROM TV AND MOVIES, VIDEO GAMES ARE BOOMING WITH ZOMBIE INFESTED CONTENT. SO WHERE DID THIS PANDEMIC FOR ZOMBIE AND HORROR GAMES COME FROM? LET'S TAKE A LOOK BACK TO SEE WHAT GAMES INSPIRED THE HIGHLY POPULAR "SURVIVAL-HORROR" GENRE. **by Will Thackeray**

## **Sweet Home (1989) Famicom**

In 1989, Capcom released a game that would be the inspiration for Resident Evil as well as all modern survival-horror games. *Sweet Home* is one of the better known Famicom games that would never make it over to America because of its graphic nature. It is a fantastic game with the creepiest and most horrifying moments in NES history. The game was based on a Japanese movie with the same name also released in 1989. *Sweet Home* the game, however, surpasses the quality of the somewhat cheesy movie. The game does share most of the same plot as the movie. A Nm crew of five investigates an abandoned mansion



to find frescos made by famous artist Ichiro Mamiya. Each character has a unique tool (i.e. camera or lighter) to help solve puzzles or defeat enemies. This is a turn-based RPG that has held up amazingly well compared to other more popular RPGs of the time. Only three members can be in a group at one time meaning one unfortunate group will only have two members. Switching between groups in order to progress is a little confusing at first but you'll get the hang of it with a little practice. Also if one of your characters gets killed, there's no bringing him back. Yep, you read that right, this game does not fuck around. *Sweet Home* still has not been officially released in America, but there are translated emulator versions available on the web.

*Evil* popularized the genre, *Alone in the Dark* was the pioneer. At the time, the graphics looked amazing; it's still shocking to me that this game came out four years before *Resident Evil*. The game was inspired by the works of H.P. Lovecraft. The atmosphere focuses mostly on investigation and atmosphere rather than action. That's not to say there aren't some evil creatures that you have to fight or at least escape from along the way. One of my favorite things in this game is your character's death scene. Computer Gaming World actually listed it in the top 15 "best ways to die in a video game." This game did start a series of sequels as well but definitely don't see the movie. Yeah, it's terrible.

## **Zombies Ate My Neighbors (1993)**

**SNES/Genesis/WV**

This title, developed by LucasArts, is an amazingly fun action game that pays homage to practically all classic horror movies. Not only does it have 55 "un-deadly" levels of non-stop action,



## **Alone in the Dark (1992) MS-DOS/Mac**

Back in the days of floppy discs, 3D gaming was few and far between. Infogrames released what is considered the first 3-D survival game, *Alone in the Dark*. Where *Resident*





it can also be played with two players. The concept is pretty simple – everything from zombies to aliens to mummies has invaded your neighborhood and you have to stop them. The goal is to run around different areas, like schools or malls, and rescue the surviving neighbors while shooting down monsters. This game does get ridiculously challenging in later levels. Items are essential for survival in this game, I highly recommend searching everywhere in each level before progressing. If you don't own a SNES or Sega Genesis, check this game out on the virtual console on Wii.

**Area 51** (1995) Arcade/Playstation/  
Sega Saturn/PC

Ahh... remember spending endless summer hours at the arcade? Downing quarters into machines while

your parents are getting their second mortgage to feed your video game addiction. When I wasn't getting my ass handed to me in Mortal Kombat II, I was usually playing shooter games with my friends. One of the most famous arcade shooters was Atari's Area 51. The player is sent on a mission with other members of the S.T.A.R.S. team to infiltrate the secret base. I never really cared about the plot, but I'm guessing an experiment went horribly wrong which turned everybody at Area 51 into zombies. But who cares, the only thing that matters is these zombies can use machine guns and rocket launchers – plus they explode when they die. Aliens soon start showing up once you get into the main office buildings. The gameplay is similar to

most "light-gun" arcade games. This game was later ported to the Playstation, Sega Saturn, and PC.

**Resident Evil** (1996) Playstation  
Here it is! The game that started one of the most popular video game franchises in history. Aside from some unintentionally hilarious voice acting, Resident Evil stands as one of the most innovative games in the survival horror genre. Resident Evil was meant to be a remake of Sweet Home but Capcom instead decided to go another direction with the plot and just keep the same concepts. The player starts the game by picking one of two characters, Chris Redfield or Jill Valentine. Chris and Jill both have their unique strengths and weaknesses as well as differing storylines. These characters are part of a team called S.T.A.R.S. The team is sent to rescue a Bravo group that has gone missing. The gameplay is quite a bit different from the newer Resident Evil games. The controls are a bit clunky – it takes a long ass time to turn around and that gets kind of annoying when zombies are all around. One aspect I like about this game is the fixed camera angles; this gives the developers ample opportunity to hide creatures around corners and get you spooked. If you are familiar only with the newer Resident Evil games, I highly suggest checking out the earlier games in the series. This game was also remade on the GameCube/Wii if you don't have a Playstation.



# Dead Island: Riptide

The Drinking Game by Natalya Lainhart

Needless to say, we were pretty excited that the release of the newest in the Dead Island Game Series matched up perfectly with our "Zombie Lust" zombie-infused fifth issue. We picked up the game upon release only to find our excitement destroyed faster than a zombie's brain meeting a rowing paddle. Bugs from the first game weren't fixed, the storyline was severely lacking, but mainly it was just so freaking repetitive! We decided to ditch the review... you can go online and read one of the hundreds that all say the same thing anyway. Instead we decided to use the outrageous repetitiveness to our



advantage. Ladies and Gentlemen... Scream Sirens Presents the raucously entertaining Dead Island: Riptide Drinking Game.

Step 1: Obtain your alcohol of choice, but beware, you will be taking a lot of drinks.

Step 2: Grab your copy of Dead Island: Riptide

Step 3: Bring friends... seriously? Who plays drinking games alone?!

Step 4: Load it up and prepare to drunkenly destroy some (a ridiculous fuck-ton) of brain-hungry zombies.

When to Drown Your Sorrows (a.k.a.: when to drink) All of these options are open for interpretation, let this horrible game inspire you to drink whenever you want.

1.) Every time you kill a zombie. You'll encounter groups of zombies at times so try to keep track as best as you can. If you're a lightweight and this is the only rule you remember, it'll soon be the first thing you regret when you wake up in a different country.



2.) Every time you find a piece of trash that can be used as a weapon. This can also mean using your game disc as a throwing star when you get bored.

3.) Every time you have to get one of your stupid companions out of a bind. Hopefully you picked your friends wisely otherwise good luck staying out of the hospital.

4.) Now, here's the big one. Every time you find a safe house, you have to either take a shot, or chug a beer. No exceptions. Seriously, no exceptions. We didn't say this would be easy.

5.) If you aren't dead by now (in real life, not in the game) then don't forget to take a drink each time there is a shitty cut-scene. This game actually attempts to move a stupid conspiracy-esque storyline along. Whatever, you'll be so blasted by this point you won't be able to tell what's going on anyway.

6.) Finally, (and this is one of the most fucking frustrating parts of this game) every time you have to go out on a quest, then some stupid character interrupts you for a pointless and poorly thought-out quest....take a shot. A pointless quest within a pointless quest requires a little extra to get you motivated (think of it like Inception but for alcoholics playing a crappy video game).

So, grab your drink, grab some friends, and hope that the real zombie apocalypse doesn't start after you've been playing a while.... you won't survive long enough to make it to your first safe house!



# What Makes it Scary?

## The Six Most Influential Horror Soundtracks of All Time.

Article by Natalya Lahnart

'Goblin' bring a deathly Dario Argento masterpiece to life. 5 of 6 in this Series.

Movie soundtracks

manipulate audience's expectations, emotions and even reactions.

It saddens me to know that so few people have seen the movie *Suspiria* (1977). Many know of the famous Italian film director, writer and composer that co-created it, Dario Argento, but they haven't seen the movie! Well, just in case you are one of those people, *Suspiria* is about an American girl who goes to a private school for ballet in Germany and finds out that it is controlled by... well, I'm not going to give it away, but it is scary as shit!

This soundtrack is consistently listed as one of the best of all time, not only because it is as alarming as the story line, but also because it was one of the most successful at employing sung melodies that were lacking words. This theme was scary enough by itself, but the brilliant *Goblins*, (the band responsible for much of the composing and performing for the film) started the theme with eerie "La's" which was so effective in, well, basically being creepy, that the concept was stolen by countless other movies including the famous and perturbing "Children of the Corn." Part of what makes this wordless chant so frightening is the fact that many children will sing without words. Basically, we associate "la's" with children singing. The scary part about it is that children do not often sing scary melodies. They tend to stick with happy, well-known children's songs, or melodies of their own creation that are generally in major key. When we hear a child sing a minor, or super scary melody, we know that something is not quite right and the same goes for singing in a child-like manner but singing frightening melodies.

I don't want to give much away with this one before you all have the opportunity to go out and see it, so what you should do right now is go on youtube and just search "Suspiria Soundtrack." If this doesn't convince you to go find a copy, I don't know what will! Happy listening!

Part of what makes this wordless chorus so frightening is the fact that many children will sing without words.

In Next Issue: "Halloween" (1978) John Carpenter's brilliant music theme is candy for our frightened ears.



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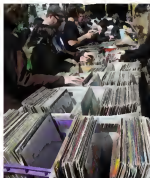
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## GOLIATH : Butcher Babies

By: Barbarann Garrard

Anything worth doing, is worth doing well. Unless you're the Butcher Babies ; their debut album is not done well. It is done exceptionally well. Goliath doesn't waste any time either... going from zero to white knuckle from the very first second, of the very first song. In fact, sitting down for this is hardly option. With so much raw energy injected into each and every note, there is enough octane to get a corpse moving. With the fresh and sometimes downright wicked (and always sultry ) meld of Carla Harvey and Heidi Shepherd on vocals offering up provocative lyrics backed by fierce guitar riffs and the powerful flutter of drum beats (guitarist Henry Flury, bassist Jason Klein and drummer Chris Warner) hammering effortlessly and seamlessly to create metal as metal should be. As their first single entitled "I Smell A Massacre", Butcher Babies are killing it. Female fronted heavy metal done right. Or rather, heavy metal done right PERIOD.

# Music



## Record Store Day

Story and Photographs  
by Barbarann Garrard

Maya Angelou was quoted as saying "Music was my refuge. I could crawl into the space between the notes and curl my back to loneliness." It is a very relatable quote. For as long as my memory will take me, music was, indeed, my refuge. By the age of 5, a latch key kid growing up in an inner city neighborhood, I spent a great deal of time alone. Or perhaps, it just felt that way. As it turned out, not a lot of kids wanted to play with this rather eccentric funny looking red haired girl. In thinking of ways to occupy myself, I found that drawing pictures, playing in the dirt, watching scary movies, and of course, music sufficed quite nicely. Coming home from school, in an empty apartment, I would drop my bag on the floor...and thumb through the neglected stack of vinyl records tucked away, as if it's "kind" was the parish of musical platforms. Ever so gently lowering the record on to the platter, and even more gently lowering the needle. Laying on the floor ,eyes closed, with the familiar pop and hiss warmly filling my ears and my heart alike.

It was the eighties. And although we had a perfectly functional turntable in our apartment, it was the cassette tape player that got the most attention. While smaller and easier to transport, it never felt the same. Just as the CD and then eventually the MP3 that came thereafter.

As the eighties turned into the nineties and the nineties into the two thousands, the very idea of vinyl records and the entire record store experience became a foreign concept. In that past decade, thousands of shops have closed their doors forever.

The shift to digital formats, has contributed a great deal to the slow death of the independent record store.

A plague with no antidote in sight, in 2007, a handful of individuals put their heads together to brainstorm ways to reanimate the moribund industry; Eric Levin, Michael Kurtz, Carrie Colliton, Amy Dorfman, Don Van Cleeve and Brian Poehner officially founded what is called Record Store Day. Independently owned record stores, fans, and



artists come together the third Saturday of April each year, at stores internationally across the world, and each store making this day their own. With artists appearing for meet and greets, promotions, performances, exhibits, and the issuing of rare special "Record Store Day" releases, Record Store Day is like a carnival for audiophiles.



Sometimes referred to as "Nash-Vegas", Nashville is known as the country-music capital of the world, Music City USA, and the Athens of the South, and it was where I spent Record Store Day 2013. Nashville so happens to be the headquarters for Jack White's record label and independent record store, "Third Man Records". Appointed Record Store Day ambassador 2013, White's ever expanding enterprise had Record Store Day offerings unlike any other. In some ways, White has "reinvented the wheel", by dreaming up and releasing limited edition Texas Sized 13" LPs, Glow In The Dark Halloween 45's, Under Label Groove, Black and Blue Live Series LPs, Tri-Color 45's, a Peach Scented Karen Elson LP, and a Triple Decker 12" record (with a 7" sandwiched inside). He has also ignited (and reignited) a love affair for vinyl among collectors young and old. White has stated, "I'm proud to invigorate whoever will listen with the idea that there is beauty and romance in the act of visiting



a record shop," White wrote, "and getting turned on to something new that could change the way they look at the world, other people, art, and ultimately, themselves."

Record Store Day 2013 officially began on April 20<sup>th</sup>, however, most fans and collectors started their festivities the day before. A sea of tents, folding chairs and coolers peppered the storefront parking lot, and the temporary campground only continued to grow as the day transitioned into the dark of night, wrapping around the block. For some, this was a tradition. With handfuls of collectors traveling from all over the country and friendships forged from previous Record Store Day gatherings, this was a reunion.

While Third Man presented some of the most unique RSD novelties, it certainly was not the only place in Nashville to find Record Store Day offerings. It was refreshing to see so many local independent record stores participating this year, such as the Great Escape, the Groove, the legendary Ernest Tubbs, and of course, Grimey's. Opened in 1999, Grimey's, a independent record store and music venue (The Basement) is not only a local favorite, it is an institution. Yielding not only vinyl, but additionally CD's and DVDs, Grimey's just opened up "Grimey's Too!" in the adjacent building, a much needed expansion to house their merchandise. Grimey's also hosts free live performances in store with some of those most successful musicians to date, not to mention some of the most legendary performances at The Basement.



Arriving at Grimey's RSD morning, it didn't take long to realize, that while I had arrived early, I had not arrived quite early enough. Reminiscent of the scene at Third Man Records, patrons had showed up the on Record Store Day eve. With a line as long as it was diverse, it was equally frustrating and refreshing: these are people that care the way I care. They want tangible music. Young and old, new and seasoned collectors alike perusing through stacks and stacks of records. And not just brand new exclusive Record Store Day releases, Pre-loved records being tucked under arms along side the new would soon get their chance to spin and enchant once again. Aside from exclusive releases, food trucks, and dollar record bins (thoughtfully placed outside so that folks stuck in line would be able to shop during a stand-still), was of course, the music. With seven DJ sets and eight other musical artists to perform, with Paramore being the biggest draw; after their 15 or so minute set, a meet and greet.

After the conclusion of Paramore's live set, I made my way back over to Third Man Records.

Offering up something a little bit different from most participating record stores, Third Man presents it's own brand of music releases and novelties. Among the most sought after releases from TMR, The Document records reissue series featuring Blind Willy McTell, Charley Patton, and the Mississippi Sheiks. The record that nobody seemed to be leaving without was undoubtedly "Elephant", (the White Stripes 4<sup>th</sup> album), a double -vinyl commemorative 10 year anniversary reissue.



With rumors flying about the prospect of a surprise live performance by Jack White himself, the familiar faces of those who braved the cold, cold night intent, and new faces alike, buzzed with enthusiasm. Even after the Blue Room performances by Mark Watrous and Karen Elson had concluded, several hopeful fans remained glued to the front of the stage in anticipatory fervor. However, the unveiling of the Third Man Record Booth was the actual surprise. A refurbished 1947 vintage mobile studio, called a "Voice-o-Graph", able to record up to 2 minutes of audio onto a phonograph disc.



Beyond the black curtains, it stood. With the magic and presence of Zoltar the Fortune teller, (minus the creepy factor), it is the only functional unit of it's kind in the world that is open for public use. Jack White himself, as well as Neil Young, laid down a track inside the recording booth on Record Store Day.

As a listening bystander, I was floored at some of the talent streaming through those curtains. Aspiring musicians, nervously crooning in a tiny booth, and then an anxious pause for the playback, I could see a newfound delight and validation. They were hearing themselves in a brand new way. And it was amazing. The most creative uses of the record booth included a marriage proposal, last will and testament, and a group effort wishing a very lucky young lady a happy birthday.

As the midday sun began to wane, the flood of

Record Store Day attendees slowed to but a trickle. With Third Man Record's storefront officially closed, left standing were the few Recording Booth line hopefuls that were reassured, they too would get their turn. Nobody was turned away. And as the very last recording echoed, against the canvas of a salmon colored sky, Record Store Day officially tapered off in the most melodic way possible. One of many record store parking lots empty, and the hearts of thousands, totally full.



# Girls Guide To The Zombie Apocalypse



**“UNDER OUR SOFT  
HUMAN SKIN WE ARE  
NOTHING  
MORE THAN FIERCE  
TIGRESSES,  
JUST LOOKING FOR AN  
EXCUSE TO  
USE OUR CLAWS”**

by Jennifer Preuss  
[www.facebook.com/agirlsguidetozday](http://www.facebook.com/agirlsguidetozday)  
[www.girlsguidetozday.wordpress.com](http://www.girlsguidetozday.wordpress.com)

*A Girls Guide to the Zombie Apocalypse – Stick Together or Die Alone.*

By Jennifer Preuss

Girls are bitches. There, I said it and you can't stop me from saying it again. Girls. Are. Bitches!! The funny thing is, you probably agree with me and you probably proudly consider yourself a bitch too! I know I happily wear the moniker of bitch. In fact, while she didn't use the word "bitch" my mom taught me well in the ways of being confident, calculating, careful, and proud (she also taught me to be nice and kind to others, but we're going to look the other way for the purposes of this article. Love you mom!). Us Preuss women have a knack at casting an "evil eye" without intention and when someone feels it necessary to ask "What's wrong, you look like you want to murder someone", we smile, because we've taken this as a compliment. Maybe it's our Nordic blood or maybe it's our liquored-up-and-looking-for-a-fight Irish heritage, but we love having our inner bitch acknowledged.

And every other woman, I have ever met, is the exact same way.

The nicest woman on the face of earth will smile wickedly on the inside if someone hints that others shouldn't tangle with her. Don't believe me? We all know a woman who exudes selflessness and who wholeheartedly cares for almost everyone around her. Wait for the right moment and make the remark "Uh oh, don't mess with insert name, she'll mess you up!" and wait for the blush, grin, and giggle. I'm sure even Mother Theresa couldn't have resisted a little inner she-wolf ego stroke if someone had ever said "Don't mess with the Mother's orphans, she'll send the wrath of God down on you!" (sorry, but I just couldn't bring myself to use the word bitch, when referring to MT. See, I even had to use a grawlix there!). Moral of the story: Inside every pretty, rosy cheeked, sweet, girl next door lays a dangerous beast just waiting for a reason to make others gape at her prowess.

While I'm no expert and hold a total of zero degrees in psychology or animal behavior, I'm going to theorize that our "bitchy" nature is due to the fact that our sex is the one responsible for bearing, rearing, and keeping alive our offspring. If you look at all the other animals on this planet

that care for their young, the parent responsible is typically pretty tough, and in the modern world of 2013 we ladies have to do it all. Under our soft human skin we are nothing more than fierce tigresses, just looking for an excuse to use our claws! We still bear, rear, and care for our children WHILE working forty hours a week. We still clean the house and go to Parent-Teacher meetings. We do the laundry, make the dinner, take the dog to the vet, help with homework, and go grocery shopping, all while feeling guilty about not doing it all more often. No wonder we have to let our inner bitch exult in a war cry every now and then.

But, as fierce as we are alone, we have the potential to be terrifying as a pack. United with other females, we strike fear in the hearts of others. Few souls will brave the clutches of the judgmental glances and sideways smiles of a group of women, no matter the prize. We have guarded each other for ages as midwives, ladies in waiting, maids of honor (consider the real meaning of that title), mothers, best friends, sisters, and whatever other title we've come up with, but the end result is the same: Mess with my girl and you're gonna get hurt!

At this point you may be thinking, I'm reading

an article called *A Girl's Guide to the Zombie Apocalypse*, so where are the fucking zombies! I don't blame you, I've been beating around the bush, but my point is, as threatening as we are alone, we are dangerous and formidable together and if you ask me that's a mighty fine thing to be in the event of a zombie apocalypse. I'm not saying that by uniting with other girls you have a less likely chance of getting bitten and/or devoured alive by flesh eating monsters. What I am saying is, by uniting with your fellow sister, you have a less likely chance of being raped and held captive by a group of morallless human monsters. Ok, not much zombie talk, but you get the point.

Only your fellow female knows what it's like to carry the burden of your feminine emotions, nature, capabilities, and vulnerability. Men, as much as we love them, can never fully appreciate what it is to be a female and the strengths and weaknesses that come along with it. As much as we may hate each other at times, only another female can completely sympathize and understand your plight. It's why as we get older, the closest friends we maintain are almost always other girls. It's as if, we instinctively know, that in order to survive we must stick together or die alone.



## Bites Of Advice



### FIRST BITE:

In the event of a zombie apocalypse, keep your cool.

Yes, the dead have risen and are hungry for your flesh, still, that's no reason to get all hysterical. Ok, maybe it's the perfect reason to be hysterical, but it's anything but the perfect time and right now you have to keep your head about you. This is the time for thinking, if ever there was one, and every decision you make could mean life or death, so it's time to push those emotions down, and pull up your big girl pants!

We are emotional beings, us ladies. Many of us

wish we weren't, myself included, but it's just the way we we're wired. We cry when we're happy, we cry when we're sad, we cry at romantic gestures, sappy movies, dogs and elephants being best friends, others overcoming the odds, and (my least favorite of all) when we're angry. Our emotions make us passionate beings; unflinchingly loyal to those we love and forces to be reckoned with to those who have wronged one of our own. Most of the time we have these pesky emotions under control and under wraps but every now and then, or every 28 days, things can get a little out of hand.

Emotions are what drive us, but we can't let them get the better of us when lives are on the line. In every zombie movie and video game she

# Girls Guide To The Zombie Apocalypse

always appears: the hysterically screaming and crying female who runs around, willy-nilly, putting other people in danger. She typically gets at least one person killed because of her antics and then dies herself a little later on. PLEASE, do not be this girl! Cry hysterically later on when you're safe and can afford a little breakdown. The rest of us will understand. Just don't do it when we're all being chased and the zombie brains are hitting the fan. I can't be the only one who has taken an oath to sacrifice one to save many, and I swear to whatever god may hear me, I will not come after your ass if you run screaming into a seemingly deserted hallway and then cry for help when attacked by the mangled fleshy hands and mouths of the undead. You shoulda just kept your cool.

## SECOND BITE:

Type of Guy to Avoid During the Zombie Apocalypse: The Know it All

The Know it All is an annoying animal at any time, but in the event of a zombie apocalypse, he can become downright deadly. For anyone with an ounce of intelligence and a gram of a

backbone to support it, the Know it All is one of the more annoying personality types to come across. He has something to say about everything and rarely lets anyone else say more than him on any given subject. He is always right and you always have inferior information or experience. He has been more places, seen more things, met more people, and learned more than you will ever hope to. In short, he is an annoying asshole who won't shut up.

In normal, day to day life, the Know it All is tolerable... to a point. Perhaps a better word would be manageable, but regardless of the adjective you choose to describe him with (my favorite is annoying) he can become a dangerous liability during a zombie apocalypse because perhaps the greatest attribute of the Know it All is that HE DOES NOT KNOW IT ALL! Should we suppose that flesh eating corpses and the total annihilation of our civilized, easy, modern lifestyles would cause him to hold his tongue and think twice before opening his jaw to spew forth more utter bullshit? Have you not met a Know it All before? This is his time to shine! This is the moment he's been waiting for! A moment where he knows, as an absolute fact, that no one else could possibly trump him as an expert has arrived! He has no fear of hidden zombie experts because up until now there was no such thing in reality. Unlike his smug

yet total improvised explanation of String Theory, he has no need to fear a hidden Physicist in the crowd because zombies are pure conjecture and myth!

At this point, when you notice the Know it All surveying your group with his smug smile and excited eyes, walk away from him. Announce to the group that he is an imposter and a dipshit and take whoever believes you as far away from him as possible. This is a man who will get you killed and then blame your death on you. He will never take responsibility for the outcome of his misinformation. He will swear that the best way to kill a zombie is to destroy its heart or set it on fire and then appoint someone else the task of extermination. He will come up with every excuse to avoid proving himself in battle but will waste no breath in availing whoever will listen about the time he singlehandedly killed a horde of 250 strong. The Know it All is equal parts compulsive liar, ego maniac, and annoying asshole. Once identified, he must be avoided at all costs. How you avoid him (abandonment, treason, friendly fire) is up to you, but as a responsible, intelligent, and confident individual, it is your responsibility to take care of the garbage.

# Girls Guide To The Zombie Apocalypse



**WEAPON**



**SIDE-KICK**



**ATTIRE**



**STRONGHOLD**



**SUPPLIES**



**PLAN**

**THIS ISSUE'S ZOMBIE  
SURVIVAL MUST HAVE:**



**COMPACT**

I personally do not wear much makeup on a day to day basis; a little mascara, sure, but not much else. I do however carry a compact with me wherever I go. Why? Well for one, a girl always needs a mirror. The last thing any one of us wants to experience, is the surety that she has a giant pimple on her face or something grotesque stuck in her teeth and no way to know for sure. A compact offers a way in check, and if necessary, a way to cover up. But did you know that a compact can also save your life? That's right! Use the mirror to reflect light to start a fire or signal a search and rescue plane. Use the fibers from the cotton applicator as fire tinder and while I haven't tried it, I'd bet that the powder itself is pretty flammable. Disassemble the parts and break some of the plastic into jagged pieces for rudimentary cutting tools, spear tips, and if it really came down to it, weapons. Just hold onto that mirror! You never know when you may need to pop a zit and then start a fire to incinerate the little bastard.



# ZOMBIEGNOMES

.net

\*handmade concrete  
garden ornaments!



[www.zombiegnomes.net](http://www.zombiegnomes.net)



***Could you share some information about your gnomes. Prices, size, availability ?***

Our gnomes are made out of concrete. Average size is 14" tall. We have 4 models at this time. "Walking Dead", a slumbering along posed Zombie Gnome. "Rising Dead", the upper half of a Zombie Gnome so it looks like he is crawling out of his grave. "Mrs. Dead", our female version that is holding her pot of fresh intestines topped with a clean stripped gnome skull. "Fear", which depicts an attack of an innocent gnome laying on the ground with his chest cavity completely open with a Zombie Gnome kneeling over him with a mouthful of flesh. Prices vary from \$49-\$79 (plus shipping). Right now we only sell them online. We do have a lot of interest from retailers, but we just haven't gone down that road yet.

***We saw you at Crypticon this year in Seattle and immediately fell in love with your adorably sinister Zombie Gnomes. What gave you the idea to create Zombie Lawn Gnomes?***

I do Crypticon every year. I would bring my large displays in the hopes of getting exposure & possibly some orders. Now take it that these are high end Haunt props that I make & sell. I wasn't sure if Crypticon would bring me potential buyers for my product. But I thought I would give it a try. And if nothing else, at least I get to meet & talk to fellow horror fans all weekend long, and they could pose & take pictures with my props. After a few conventions the promoter asked me if I sold anything. Sadly enough I hadn't. He then told me that I needed to come up with some small item that was more consumer friendly. I said I would think about it. Not having any clue what I would do. I was watching tv one day & an ad came on for "Gnomes & Juliet". Some of the gnomes were based on famous movie characters. Then a light bulb went off in my head. I thought ZOMBIE GNOME. I loved the idea & even the name had a ring to it. So I typed it into Google to see if anything like that already exist. Nothing came up in the search or even images. So the next day I did the proto-types & the rest is history.

***Could you explain the process you have to...I guess... survive every time you turn a gnome into a zombie?***

The process took a lot of experimentation & research & development. I'm sure garden statues don't sound too complicated to most people, but actually a lot goes into making one. Mainly in the mix of materials & types of paint/verlanats. Because remember, these things go outside. Nothing is more harsh than the elements. And we want our product to be the best & longest lasting that is possible.

***How long does each Gnome take to create?***

I've never broke it down to a timeframe for a single gnome. Because there is a lot of curing & drying time involved. And we run in a dozen batch sizes typically.

***Are you thinking of ever applying your zombiefying skills to any other medium?***

Always! Mainly because I just love Zombies!!!

***What attracted you to this profession? What do you see as the future of Zombie Lawn Gnomes?***

I was a professional special effects artist in Hollywood for 15 years. Decided to get out of that industry & do something different. Do my own thing. Being an artist I always have the need to create. Zombie Gnomes has proven to be something that is fun & successful.



**WWW.ZOMBIEGNOMES.NET**



# SLASH & DINE

by Nicole and Megan

Do you wanna party? It's party time! These Slash & Dine cupcakes are inspired by one of our favorite zombie films, "The Return of the Living Dead". Here is a quick make-ahead idea for a night of good movie viewing and even better desserts. Invite your friends over and show them what remains after a serious zombie attack- body parts.



[www.slashanddine.com](http://www.slashanddine.com)



These body parts are made with gum paste. You can use fondant as well, but gum paste dries faster and harder. You can make these days before your party and then top some cupcakes the night of or you can even buy store bought cupcakes and not bake at all!

Start with a package of gum paste. We used Wilton, but Duff also sells gum paste. Both can be found at Michaels, and Wilton can be found at Jo Ann Fabrics as well.

Shape the gum paste into body parts. Use shortening on your work surface to help it from sticking. You can dye the gum paste with food coloring, or paint it after you mold it. We did both.

To make ribs, roll out white gum paste and lay it over something round, like a bottle of food coloring. Score the backbone and make little indents for vertebrae. To assemble the ribs, just stick them in a cupcake.

Here are some of the other body parts we made, but there are so many more you can try!

Now all you have to do is add them to some frosted cupcakes and serve to your guests on a platter.





# Brain Pops

by Liz Marek



Gather your supplies. You'll need one 8" round chocolate cake, one 8 oz package cream cheese, some modeling chocolate or fondant, lollipop sticks, white chocolate melties, red jam and corn syrup.



Crumble the chocolate cake and squish the cream cheese into the cake crumbs until just combined. Do not over mix.



Form the cake crumbs into oval by carefully squeezing the mixture with your hands, shapes and place on a cookie sheet.



After forming the ovals, place one lollipop stick into each one and then chill in the freezer for about 15 minutes.



While the cake pops are chilling, melt down your chocolate. You can temper white chocolate if you know how or you can simply melt down white chocolate melties (wilton brand). While those are setting up, combine some of the red jam with about three tablespoons of corn syrup or until it is a creamy consistency.



## Supply List

8" round chocolate cake  
8 oz cream cheese  
1 lb white chocolate or white colored melts  
Lollipop sticks  
Red jam  
Corn Syrup  
Modeling Chocolate

## Modeling Chocolate

1 lb white chocolate  
1/2 cup warmed corn syrup

Melt the chocolate in the microwave starting with 1 minute. Stir in 15 second intervals until completely melted. Gently fold in the warmed corn syrup until the chocolate begins to seize up and become solid.

Spread onto some plastic wrap and let set until almost completely firm. Before it completely sets, knead the chocolate until smooth. Wrap in plastic wrap and store in an air tight container or zip lock bag



Coat the cake pop in a layer of the jam and corn syrup mixture.



Roll out some of your modeling chocolate into a long skinny rope. Apply to the sticky cake pop in a zig zag manner. Repeat until covered.



Cover the finished brain pop with a layer of the jam/corn syrup mixture. Be sure to brush the mixture into the crevices of the folds.

# UNDEAD ZOMBIE CUPCAKES

by Liz Merek

These zombie hand cupcakes will have you crawling out of your grave just to get a taste! Easy to make and super tasty! Just what the undead doctor ordered.



## INGREDIENTS

Fondant  
Lollipop sticks  
Chocolate cupcakes  
Chocolate frosting  
X-acto knife

Roll out a 1" long piece of fondant. Squish one end flat. Cut a triangle out of the flat part about half way down. Make three more equal cuts to create four fingers. Use your thumb and forefinger to gently roll each finger until the edges are not sharp. Take a 2" long piece of lollipop stick and insert it into the end.

Lightly frost your chocolate cupcakes with some chocolate frosting. Crumble some cake crumbs onto the top to make it look like dirt. Insert the zombie hands into the cupcakes and enjoy!



# CAKE ALCHEMY

*the cake world is a magical place where every cake is given life*

by Liz Marek

Check out these awesome pics of a Zombie King Kong cake tribute to artist Arthur Suydam.

The details on this thing are just jaw dropping! From the guts to the perfect petina of the building, simple zombie perfection.

Valentin Garcia  
text: (312) 513-3321  
Chicago, IL  
[www.Luchadulce.com](http://www.Luchadulce.com)





Cake Artists from left to right:

I. Sarah Ono-Jones - Zombie bride cake was based off of a character from a haunt in Lenoir City, TN called The Haunted Hayride of Horrors - Fondant cake with hand sculpted and painted details  
Photography by Sarah Unglesheimer Photography

II. Avalon Yarnes - This zombie was modeled after a dear friend reaching his 5th decade on this planet. The cake stood about 6" high and 10" wide. Decorated with modeling chocolate, fondant and the secret ingredient—pumpkin died red for the guts. The cake took about four hours to decorate. - [www.facebook.com/AvalonCakes](http://www.facebook.com/AvalonCakes)  
Denver, CO

III. Bo Hoffs - Every part of this zombie head is edible (maggots, teeth, tongue, etc.), and is sculpted out of my red cherry cake with vanilla bean buttercream. - [Wolfbaycaked.com](http://Wolfbaycaked.com) - Alberta, Canada

IV. Kasey Smith - Toppers made for friends who had a Hallow-wedding, and wanted me to surprise them. These are about 4.5 and 5 inches tall and were made from Sculpey and hand painted since they wanted to keep them. - [www.facebook.com/kakesbykissinc](http://www.facebook.com/kakesbykissinc) -



## THE MUMMY'S WOMB

### LIFE HACKS FOR THE MUMMY ON THE GO

by *adrienne and jessie*

While zombies, vampires and other monsters are making their way into the baby clothes market, there's not nearly enough of it and what you can find, is expensive. So we want to show you some really simple and cheap ways to transform your "little angel" into a brain thirsty zombie.

#### Braaaains!!!! Bib

What you will need:

Plain bib (we got ours at Hobby Lobby for \$3)

Fabric paint (we chose red, green, black and purple)

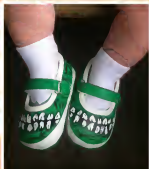
Paintbrushes

Pencil to outline



Wash the bib before starting. If you're comfortable free handling a brain, go for it, otherwise, try using this as a general outline or use a projector over it to get it precise. We found it easier to just paint the whole shape red first. Just remember that you have to let each coat dry for at least 4 hours before adding a different color. Once the red has dried, either stencil the black with a pencil or just be creative and come up with a brain design. Repeat steps for the letters. Wait 72 hours before washing the bib.





### Zombie Baby Shoes

What you will need:

White canvas baby shoes (we also got these at Hobby Lobby. They're \$10 but we used a 40% off coupon that you can always find on their website and got them down to \$6)

Fabric paint (we chose green, white, black and red)

Paint brushes

Pencil

We based the design of these off of the Iron Fist zombie flats. We first painted the whole shoe green. After the green had completely dried, we roughly sketched the teeth and eyeball with a pencil. Using a really small tip paintbrush, we went over the sketches with black and free handed any zombie facial lines. We found it much easier to pour some paint into a cup and continuously dip the brush to get fine lines. Next we filled in the teeth and eyes with solid white and made a pink color to add around the eyes. After letting



that completely dry, we added some final touches with black to the teeth and eyes to give them more shape and zombie decay. Let dry and ready to wear!



# COUTURE by LOLITA

"My favorite part of creating this jewelry line is how each cameo represents a different timeless keepsake for those that wish to remember a special moment in their life."



© Photographer - Skerry Night  
Photography Model - Kid Cabot, MUA - Kristin Brown



Couture by Lolita specializes in Day of the Dead inspired jewelry featuring the Lolita Skeleton Cameo, Swarovski crystals and Victorian findings. Couture by Lolita custom creates each piece beautifully with care  
[www.facebook.com/couturebylolita](http://www.facebook.com/couturebylolita)



© Photographer - Daniel Blue  
Photography Model: Lauren Elise Sinclair and Isabel Navarro



Couture by Lolita, the jewelry collection by Danielle Maree, is known for its Day of the Dead theme featuring the Lolita Skeleton Cameo, and has become a favorite among those who favor the darkside. Collecting inspiration from her time spent

traveling the world as a child combined with her love of music, and art, Couture by Lolita sets herself apart with a desire for perfection in her craftsmanship.

Each item is hand made with high quality cameos created in the USA with premium, raw, and antique materials. Meticulous in all their glory, each piece reflects a haunting beauty that provides a statement piece to any wardrobe. Danielle's most recent collections have included cameos featuring skeletons, kitties, unicorns, owls, roses, goddesses, peacocks, mermaids, bats, and octopus.



and time in order to make it perfect just for you. New accessories are always being added to our store, so please make sure to visit Couture by Lolita again! Be sure to follow for special sales, contests, and more  
[www.twitter.com/couturebylolita](http://www.twitter.com/couturebylolita) [www.couturebylolita.com](http://www.couturebylolita.com)

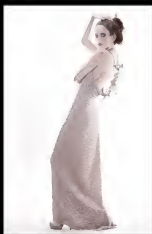
# Fleur

- Influenced by Marc Jacobs, Alexander McQueen and Stella McCartney Fleur was raised in the times of communist Poland when access to clothing was limiting. The Fashion Anatomia collection designed by Kwaśniewska DÉPRIT. It was her briefly but intense stay in the hospital the past year that became the driving inspiration behind the pieces. The collection will be presented this month in the Ukraine for Donetsk Fashion Days, and in Ireland at The Uimerick Fashion Awards. Beginning October 6th Fleur's 'Anatomia' collection will be available for online purchase as well as previous collections by the designer.

© Photographer - Beata Jankowiak  
Designer - Kwaśniewska DÉPRIT, Model - Patrycja Dół







OUR FEATURED  
**SCREAM SIREN**



© Photographer - Yusev Druker 2013  
MUA & Styling by Laurel Fatal

## Who is Laurel Fatal ?

I'm a pinup and alternative model from Israel.

I'm into everything retro and mid century, but also have a love for the bizarre and grotesque.

I do makeup and hair for a living, and study computer science.

I'm vegan, perform burlesque, and produce burlesque parties - "Fatal Obsession Productions"

is our name !



If someone had to write a biography about you what would it be named ?

Bringing Pinup Fetish to the Holy Land? hehe

What's your favorite horror movie?

I especially like B movies and exploitation. My favorite director is John Waters, love everything about him and his movies.

What inspired you ?

My inspirations are pinup stars of the fifties and fetish models of all times.

Music?

I listen mainly to rockabilly, punk and psychobilly, love going to concerts and festivals in Europe and the world.

Vampire, Elf, Mermaid, Addams or Lily Munster ?

Vampire !!



# Style Inspiration

SURVIVING THE ZOMBIE APOCALYPSE WITH STYLE



## Zombie Huntress

• Ray-Ban Aviator Sunglasses  
[www.shadedaddy.com](http://www.shadedaddy.com)

• The Origin™ Multifunctional tool gives you the collection of tools you need to survive the unexpected and make it back alive  
[www.surviveoutdoorslonger.com](http://www.surviveoutdoorslonger.com)

• Stealth Compound Bow Set 20lbs Compressed ABS fiber limbs crossed with a performance string makes this an unrivaled stealthy bow. Shoot like a pro in a matter of minutes.  
[swordsawods.com](http://swordsawods.com)

• Unise flat brown biker boot. [josephm.com](http://josephm.com)

• The zombie apocalypse is here and you have no gun. Ditch the kitchen knife and go for the Ka-Bar Zombie Killer Knives. [www.trenchhunter.com](http://www.trenchhunter.com)

• Alchemy Gothic - Gravestone Locket Necklace Ivy-covered and jewelled memorial stone, inscribed "IN AMORTA R.I.P." to always have an image of your beloved. [www.goneydetails.net](http://www.goneydetails.net)

• Parhandle long sleeve western shirt. [bootbarn.com](http://bootbarn.com)

• DEPT leather Moto jacket. [zalando.co.uk](http://zalando.co.uk)

• Crafted slim fit cross detail jeans. [republic.co.uk](http://republic.co.uk)



# THE HIT LIST



1



2



3



4



5



## Beauty Essentials

### 1. Stay All Day® Waterproof Liquid Eye Liner by Stila

Won't smudge or melt away in the hot summer weather

- Easy application & Fast drying
- Can create a thin to a bold dramatic line
- No touch up's needed
- Great for beginners

### 2. Coconut Watercolor Cheek Gelée by Joie Marini

Coconut water-infused cheek gelée that lasts up to 14 hours

- Blendable hybrid blush that gives you the look of a cream blush
- 50% of coconut oil & Vitamin E-rich Argan oil
- Gives your cheeks a healthy looking glow

25 fully-grown nails with press on stickers & highlighter

- This set of 12 nails stickers features the Iron Fist Zombie Slammer on each nail
- Includes cuticle stick, nail file & easy step by step instructions

### 4. Heat Wave Eye Shadow Palette by Smashbox

Get a hot sultry summer look from 10 color palette

- Don't forget to scan the QR code to get the Summer look

### 5. Pulp-Friction™ Foamy Fruity Body Scrub by Soap & Glory

Body Scrub that smoothes out any rough spots

- Foaming Body scrub

# BITCHIN' with BENETTI



## Zombies 'R Us

Are we headed in the direction of a smartphone zombie apocalypse?

If you're looking for an indication of the zombie apocalypse, look no further than all those people on the street staring at their tiny, handheld windows into a private zombie world. Technology is slowly pulling at our social lives, be it through social media like Facebook and Twitter, games like "Plants vs. Zombies" or communication techniques like text messaging. The web that connects us all is becoming more and more digitized as the years tick by and technology advances. I've seen people too busy typing on their phones to notice the deep puddle approaching, a sidewalk or they walk into a parked car. Friends of mine typed to one another the other day over Facebook to see if the other was awake yet. I wished a happy birthday to someone in the office over the internet when he was sitting less than 15 feet from me. Hell, I am one of these zombies. I love technology. And despite the fact that I'm entirely aware of this downhill struggle, I know I'm not going to stop. I'm going to continue on this path for the rest of my life. I'm sure. The effects of technology are detrimental to our generation, but it's too much a part of our lives now to slow down or back off.

We are already a zombie generation.

Now it seems really weird to me when I was recently at a doctor's office and I saw 95% of the people around me glued to their phones, clicking away like zombies. My favorite is when you go out with a group of friends and everybody at the table is just playing with their phones instead of enjoying themselves with real live people. Talking to "real living people" and enjoying the scenery of life is the real benefit. Sometimes, it's hard to tell if people are mentally present or not.

In today's society it is very easy to become disillusioned with your job, school, work, or friendships. More and more frequently these things are being fast tracked, modernized, or simply lost and ignored. The question of blame lies with many mistresses, it is our short attention span or lack of focused information? Have we as a society become so bombarded by media footage and stories that we cannot see a problem right in front of us until it is too late? Who among us still turns off their mobile when silent mode is just as good? Has socializing been minimized into simply turning on every digital appliance we own? I-pads, i-pods, i-phones, Facebook, LinkedIn, Twitter, and even blogging are just a few of the far too many to mention inventions out there that keep us "tuned in." The question that remains in the wake of this innovative technology is when do we have time for us? We are constantly tuned in and paying very little attention to our surroundings. I find it more difficult of late to focus on one simple task, seeming to always end up jumping back and forth from one assignment to another. Short attention span, lack of focus, whatever way you want to describe it, most of this generation has it!

The easiest solution I can come up with for this problem is that we need to start being more considerate of those around us. As a society we need to appreciate the time we spend with one another, especially if we are becoming more socially active at home, sitting by our laptops, in our kitchens, in our pajamas, alone. I'd like to give a recent example: I was out to lunch with a friend of mine and we were catching up when I stopped mid-conversation to send several text messages, while doing so I did think to myself that this is rude, but that did not discourage me from continuing to type out the text. My friend was not fazed in the slightest by my sudden intermission in the conversation; she waited patiently for me to finish my interruption, just as I did for her later on. What I want to illustrate with the above example is that it is rude to use your phone during a face to face conversation with another person, but when did it become acceptable to do so? What is this innate need for the younger generations, and include my own generation in that category, to be constantly "tuned in"? Is it really that horrendous a crime to miss out on something, to be unaware of an occurrence until the next day? Does modernizing technology that benefits us all really have to come alongside a hazardous impact on our own physical social interactive skills? I don't see losing our manners an adequate price to pay for stepping forward into the future.

Stephanie

Until next issue: Screms, stay real and peace out.

Send me something to bitch about at [mail@screamwrens.com](mailto:mail@screamwrens.com)

# HORRORSCOPES



## Your ZOMBIE Guide To The Heavens Above and The Hell Below

By Astrological Psychonaut: Phyllis Killer

**Aries**—March 21 - April 19 Time for some punk rock style skull thumping! Swing for the fences and let out some frustrations.  
Weapon of Choice : Baseball Bat

**Taurus**—April 20 - May 20 Time to get Bigfoot and Gravedigger on these Mutha Fucks. Sunday! Sunday! Sunday!!!  
Weapon of Choice : Pickup Truck

**Gemini**—May 21 - June 20 The most powerful of all weapons. Use your intellect and leadership abilities to outsmart the undead.  
Weapon of Choice : Your Mind

**Cancer**—June 21 - July 22 Whatever you do don't run out of gas. Time to get Leatherface on some Brain Munchers.  
Weapon of Choice : Chainsaw

**Leo**—July 23 - August 22 Time to make some noise. Carefully plan your actions and then blow these bastards sky high.  
Weapon of Choice : Explosives

**Virgo**—August 23 - September 22 Your friend til the bitter end. A trusty side kick is sometimes better than a group of unrelia-bles  
Weapon of Choice : AK-47

**Libra**—September 23 - October 22 Grab a razor sharp blade of your choice. Time to let the heads roll.  
Weapon of Choice : Sword

**Scorpio**—October 23 - November 21 This is your Boomstick! No need for attention to detail, just point and click.  
Weapon of Choice : Shotgun

**Sagittarius**—November 22 - December 21 Use your stealth to remain invisible and make every shot count.  
Weapon of Choice : Crossbow

**Capricorn**—December 22 - January 19 Conjur up your inner Paul Bunyan and leave a trail of the dead in your wake.  
Weapon of Choice : Axe

**Aquarius**—January 20 - February 18 Break out the Old Ball and Chain, Time to get medieval on these bitches.  
Weapon of Choice : Mace

**Pisces**—February 19 - March 20 Use your imagination and creativity to create weapons with whatever is in reach.  
Weapon of Choice : Creativity

# STALK US



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[twitter.com/ScreamSirens](https://twitter.com/ScreamSirens)

HORROR

ART

CULTURE

STYLE